



Shin Megami Tensei: Strange Journey – Guide and Walkthrough

DS ▼



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Guide and Walkthrough (DS) by Devhatesyou

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🏆 FAQ of the Month Winner: May 2010

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Game Developer: ATLUS
Game Publisher: ATLUS
Platform(s) : Nintendo DS

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Q: What kind of game is this?

A: First-person dungeon crawler. I know, I know. This turns a lot of people off of the prospect of playing it.

Q: How long is this game?

A: Despite being on a portable platform, this game is as long as pretty much any decent length console RPG out there. 50-90 hours for your first play through the game, depending on how much of the things available you decide to do. There are 3 endings and over 300 demons to register if you want to complete the compendium or replay the game.

Q: How do I fuse <insert demon here>?

A: This isn't a Fusion FAQ. For your fusion needs, I would recommend you check out Zeruel's excellent Fusion mechanics and demon database guide, also available on GameFAQs like this guide is.

If you need specific demon + demon recipes, there is the fusion calculator over at http://apps.evilrobotstuff.com/strange_journey

Q: Is there anyway to skip dialogue? Reading hurts my brain.

A: Hold down the X button.

Q: Do you have a password for <specific demon>?

A: Again, this isn't a fusion FAQ. However, in the future I may add specific demon passwords to parts of this guide as a means to helping you, the reader, complete the game if you get stuck using your own demons and they don't seem to be cutting it against the tougher bosses.

Q: Is there some way to game the system and keep my demon sources?
Getting them a second time is like winning the lottery...

A: Yes. Using the password input system, you can fuse up a demon, register it and output the password, then reset your game to before you fused the demon (and therefore used the source) and input that password to get your final demon. Costs money, but the good demon sources are more valuable than a relatively small amount of money, really. Here's a step by step guide to that:

- Save your game before you do anything. Before you pull components out of your compendium or any of that.
- Fuse your demon up. Use sources, mitamas--spare no expense. You won't be saving your game and won't lose what you use.
- Make sure that after your demon is fused, you REGISTER it into the Compendium. Now output its password and write it down.
- IMPORTANT! DO NOT SAVE YOUR GAME. Now reset or reload your save from earlier, before you spent the sources or money or anything.
- Input the password into one of your Compendium's Register Password slots, and then buy the demon out of the compendium.

You obviously still have your sources used to make that demon.

Q: Why is this game rated M?

A: Your guess is as good as mine. Probably the ESRB just looked over it and said "Well, this game is in a series that is mostly rated M so let's slap an M on it and call it a day." It certainly doesn't have any real "graphic content."

Q: My / your / someone else's demon password(s) do not work!

A: There's many possible reasons for this. The password could be invalid... but, more likely, you entered it wrong. Keep in mind, passwords are case sensitive AND there's a lot of characters that might confuse some such as 0 and Ø, x and X, S and 5, G and 6, etc. When writing down or using passwords, make sure you carefully look them over.

It's best to view passwords in a fixed-width font, so if you're copying them off of say, the Atlus USA forums or the GameFAQs forums or most other messageboards for example, just copy and paste them into a text editor using a fixed-width font and you should be able to tell the difference between the look-alike characters.

Q: Can I use the password system to get restricted fusion demons that I have not yet unlocked?

A: Yes, but it costs you a lot more Macca. It can be useful though if you want to get say, Seraph, so you can get Seraph source on the Neutral path and make demons with the Big Bang skill or whatever, though. There are some skills that only come from certain demon's sources.

Q: Yo! Where my freeze/shock at?

A: There's no secondary status ailments attached to elemental spells in this game like in many previous SMT games.

Q: What are the official passwords for the password-only demons?

A: Here you are:

Megami Ishtar [51]
ISHTAR FIGHTS
TAMMUZ ANGELS

Vile Alciel [61]
ALCARMOR

Fairy Demonee-ho [75]
You can't laugh
OR cry now!

Jirae Bagaboo [20]
Special Password
+Bagaboo

Jirae Bogaboo [20]
Special Password
+Bogaboo

Jirae Bugaboo [20]
Special Password

+Bugaboo

Fake Demonica-L [1]
Special Password
+Law

Fake Demonica-N [1]
Special Password
+Neutral

Fake Demonica-C [1]
Special Password
+Chaos

Q: How do I tell what my current alignment is?

A: Just like with demons, the color of your name shows your alignment.

Blue = Law
White = Neutral
Red = Chaos

Q: Is there any way to change / manipulate my alignment?

A: Yes! After completing at least one of the Faerie land establishment EX Missions and reaching Eridanus story-progress wise, look for a goblin just west of the High Pixie who gives out the Faerie land EX Missions. Keep trying to talk to the goblin until you get dialogue options. You'll get two sets of options.

(Goblin is digging a hole, but something seems to be preventing him from digging deeper...)
> What will you do?
• Watch (Neutral)
• Help (Law)

(Goblin seems to have found something...)
"Ooh, lucky me! I found something!"
• Good for you. (Neutral)
• Hand it over. (Chaos)

By answering Law + Neutral, or Neutral + Chaos, you can set your alignment to whatever you want before your alignment is finalized in the last dungeon or to get EX Missions that may require specific alignment. You will have to do this many, many times to see the alignment change, however, as it is just a small shift. In fact, if you wanted to go from just turned Chaos to just Law or just turned Law to Chaos, it would take 18 opposite-alignment answers to shift all the way to the other alignment.

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Chance = X% where X = Lu stat value.
In New Game+ / second cycle, the chance is supposedly (X+15)%

Q: How do I get past that one door in Phase Shift Sanctum A of Grus?

A: New Game + / Second Cycle, bro.

Q: Is there an ultimate boss in this game like many previous SMT games?

A: Yes. New Game + / Second Cycle only just like in most of them, too.

Q: What carries over in New Game+ / Second Cycle?

A: The following things:

- Your Macca
- All Consumable/Expendable-type Items (example: Life Stone, Bead, etc.)
- All Equipment - Swords, Guns, Armor, Accessories.
- All Base and Assist Forma.
- Demon Compendium, excluding passwords entered into the password slots. This includes the rest of the "Demon Data" menu including the Analysis and the data about demon sources that you've collected, but not the actual source items themselves. If you want to make good custom demons, do it before you create a clear save and use your sources up.
- Unlocked Demon Fusions. You can also fuse demons of a level higher than your Main Character in a New Game + or summon demons of a higher level than yourself out of the regular Compendium slots. However, this does not apply to Password demons which you must still be at or above the level of to summon.
- Completed "Records" achievements and progress towards them, except for the specific map floors which do not save partial coverage--only full. Maps themselves are wiped clean when you begin a New Game+.
- You have 12 demon storage slots at the start of the game instead of 8.

Some new EX Missions are unlocked, a few new Sub Apps and Accessories are unlocked at the Lab, and you can get into the other half of the Grus dungeon via the Sanctum A area of Grus 1F.

Also, although Demon Source items do not carry over, it does seem to "reset" them so that you can get them again on the first levelup from a demon with a maxed analyze gauge. This is good because the chance of getting a source after the first is pretty low normally.

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Game System Information [SJ_SYS]
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> Stats <
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There are five basic stats in this game. They are...

- St - Increases damage done by physical and gun-type attacks.
Note that all of the Main Character's gun-type attacks, including those that would otherwise be considered elemental magic, are actually influenced by this statistic and the gun's innate attack power value. Not so for demons.
- Ma - Increases damage from demon's magic-type skills and increases defense to magic attacks. Just because it doesn't increase the main character's attack power doesn't mean it's not needed, though. You don't want to get one shot by magic.
Also increases max MP by 2 per 1 point in Ma.
The main character also gets part of his damage reduction from the Defense value of his armor.
The last effect of magic is to increase the damage done when you use a "Stone" type item like Maragi Stone, Megido Stone, etc. but you probably won't be relying heavily on these because they're one use per item and aren't exactly cheap to make more of.

- Vi - Increases defense to physical and gun attacks. Also increases HP by 3 per 1 point in Vi. The main character also gets part of his damage reduction from the Defense value of his armor.
- Ag - Largely determines acting order in a turn. However, the main character is a special case when he uses an Item. He will always go first when he uses an item or summons a demon.
- Lu - Luck helps determine hit/evade rates, probably item drop rates. It can't hurt to have high Lu.

There is also "Level" as a statistic in most Megaten titles, and this game is no exception. It generally increases attack powers/defensive values by a bit per level, but in this game has the dubious distinction of also affecting Hit/Evade rates heavily making going through the game at a low level pretty much impossible.

Stats are assigned randomly with a percentage chance per stat on level up, even for the main character. 3 points total per level-up, excluding use of some Sub Apps that can randomly cause demons to gain more stats if they are equipped when your demons level up.

----- > Resistances < -----

Like most Megaten titles since Nocturne, this game has the resist system. Basically, you and every demon you have as well as every enemy out there have innate resistances. What they are determines how effective each type of element is. These are displayed in the status screen.

Wk = Weak. Target takes 150% damage from attack, or has a 150% normal chance to be hit by Expel and Curse skills.

- = No resistance. Target takes regular damage and has regular chance to be hit by Expel and Curse skills.

St = Strong. Target takes 50% damage from attack, or has a 50% normal chance to be hit by Expel and Curse skills.

Nu = Null. Attack does not effect target.

Rf = Reflect. Target reflects the attack to the attacker. Unlike most Megaten titles, however, Reflect here works differently. When an attack is reflected in Strange Journey, the target will take damage as if they had a "-" in Resistance, regardless of what their actual resistance to the reflected attack would normally be. So even if they're strong, null, reflect or drain the attack normally, they will take full damage in this game's system. Rf is very useful in this game.

Dr = Drain. Target is instead healed by the attack.

There are 8 elements that you or a demon can have a property in one of the above resistance types to. They are: Phys, Gun, Fire, Ice, Elec, Wind, Expel, and Curse. The 9th type of attack, Almighty, cannot be resisted.

A demon's resists can only be changed by fusing skills which alter them onto the demon.

The Main Character's resists are determined by what piece of armor he has equipped. Each piece of armor has differing resist types. He has an innate Null Expel unless the armor modifies this, and whatever piece of armor he wears may add additional weaknesses, strengths, or nulls to his resistance list.

It's a good idea to buy as many types of armor for him as possible, and to equip them as needed for specific fights.

> Demon Co-Op <

Demon Co-Op is the "gimmick system" of SMT: Strange Journey. Nocturne and DDS had the Press Turn system, Persona 3 and 4 had the knock down/extra one system that was sort of based off of the Press Turn system. Is it better than Press Turn? I'd say no.

Strange Journey has this Demon Co-Op system. So what is Demon Co-Op?

Well, when you or a demon hit an enemy's weakness, all other same-alignment party members will perform an extra attack that does Almighty damage. However, if there are no other party members of the same alignment as the attacker who hit the weakness, no Demon Co-Op will take place.

Note that Demon Co-Ops only take place when you hit an enemy Weakness. It's not like the press turn and variant systems where a critical Phys attack would also work with the system regardless of whether the enemy was weak to Phys or not.

The alignment used is the Law-Neutral-Chaos Axis, not the Light-Neutral-Dark alignment axis. You can tell where your main character or any demon you have falls into this system by their name color.

Blue = Law
White = Neutral
Red = Chaos

The damage is based upon the Level, St and Ma stats of the character and/or demon(s) who perform the Co-Op attack and how many allies participate.

1 ally produces : (ally #1 co-op damage) x 1.0
2 allies produce : (ally #1 + ally #2 co-op damages) x 0.75
3 allies produce : (ally #1 + ally #2 + ally #3 co-op damages) x 0.7

> Alignment <

Alignment plays a sort of important role in this game.

Compared to previous SMT titles with actual alignment systems, here...

- Compared to SMT and SMT II, you can use all alignments of demons, regardless of your current alignment. In SMT and SMT II, you could not use opposite-alignment demons; Law could not use Chaos, and Chaos could not use Law. Here, you can use any alignment you want. No problem.
- Like other SMT titles with actual alignment in them, here it helps to determine your Ending.
- Is important in determining usage of the new Demon Co-Op system.

Demon Co-Op attacks are restricted to same-alignment character and demons only. You don't need to have your demons as the same alignment as your main character, though. Demons will still Co-Op with other demons who are the same alignment as themselves.

Again, as above in the Co-Op section explained, the Light-Neutral-Dark axis of alignment has nothing to do with Co-Op. It is the Law-Neutral-Chaos axis that determines Co-Op. Light-Neutral-Dark has to do with negotiation. Dark demons simply won't talk to you, while most Light demons don't even show up in battles to be recruited and will have to be fused.

It's easier to recruit same alignment demons through negotiation, though this hinges on the Law-Neutral-Chaos axis.

You can easily tell what alignment your main character or a demon is by the color of their name.

Blue is Law.
White is Neutral.
Red is Chaos.

You cannot change a demon's alignment.

As for affecting your main character's alignment, read on.

When using the Walkthrough, note that throughout the walkthrough there are points where alignment questions are posed. An important note is that choices marked (Neutral) do not actually move you towards Neutral. They simply keep you where you currently are.

If you are Chaos and want to go Neutral, you must answer with Law answers until you go Neutral. If you are Law and wish to go Neutral, you must answer with Chaos answers until you go Neutral. This is "gamey" of course, but it is what it is. Why does it work this way?

Think of alignment like a scale, like so:

```
-----Chaos_<-----Neutral----->_Law-----
-12 -11 -10 -9 | -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 | 9 10 11 12
-----
```

Answering Law adds a positive amount, while answering Chaos is a negative amount added. Getting Neutral is a sort of zero-sum game. If you're wondering how I got the 17 total point Neutral scale, well, it's from using the alignment manipulation trick to see how many times it took to answer to go from the very beginning of Law to Chaos and then back from Chaos to Law. 18 times. I assume that the manipulation trick uses the absolute lowest point value for responses, while the actual story question values are probably much larger. Raidou Kuzunoha vs. King Abaddon alignment worked similarly, really.

Which brings me to the next point, the manipulation trick itself. It is displayed up in the Frequently Asked Questions area of the FAQ, but In the interest of not making you scroll up, I'll add it down here too.

After completing at least one of the Faerie land establishment EX Missions and reaching Eridanus story-progress wise, look for a goblin just west of the High Pixie who gives out the Faerie land EX Missions. Keep trying to talk to the goblin until you get dialogue options. You'll get two sets of options.

(Goblin is digging a hole, but something seems to be preventing him from digging deeper...)

> What will you do?

- Watch (Neutral)
- Help (Law)

(Goblin seems to have found something...)

"Ooh, lucky me! I found something!"

- Good for you. (Neutral)
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By answering Law + Neutral, or Neutral + Chaos, you can set your alignment to whatever you want before your alignment is finalized in the last dungeon or to get EX Missions that may require specific alignment. You will have to do this many, many times to see the alignment change,

however, as it is just a small shift. In fact, if you wanted to go from just turned Chaos to just Law or just turned Law to Chaos, it would take 18 opposite-alignment answers to shift all the way to the other alignment.

The chance of the dialogue options appearing seems to be a percentage equal to your main character's Lu stat.

Chance = X% where X = Lu stat value.

In New Game+ / second cycle, the chance is supposedly (X+15)%

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> Status Ailments and Battle Parameters <  
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-----  
Battle Parameters  
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```

First, an explanation of battle parameters.

If you press the Y button while you're at the in-battle menus, you can bring up a display that looks a bit like this for each character in battle:

```
-----  
| Atk  -- |  
| Def  -- |  
| Ag   -- |  
| Prot -- |  
| --- |  
||   | |  
||   | |  
| --- |  
|-----|
```

These display battle parameter changes.

Atk increases or decreases the target's attack power for all attacks when it is modified by spells.

Atk is affected positively by spells like Tarukaja and Luster Candy. Negatively by spells like Tarunda, War Cry and Debilitate.

Def either decreases the damage taken or increases it when it is modified by spells.

Def is affected positively by spells like Rakukaja and Luster Candy. Negatively by spells like Rakunda, Acid Breath and Debilitate.

This "Ag" battle parameter is really Hit/Evasion chance.

Ag is affected positively by spells like Sukukaja and Luster Candy.

Negatively by spells like Sukunda, Fog Breath and Debilitate.

This has nothing to do with the actual stat, Ag.

Each of these parameters can be lowered to a minimum of -4, or increased to a maximum of +4 by these spells.

Atk will add 12.5% extra damage done by the character per +1, to a maximum of 50% added at +4.

Def will decrease the damage taken by 12.5% per +1, to a maximum of 50% added at +4.

Ag will increase the chance to hit and evade from its normal value 12.5% per +1, to a maximum of 50% added per +4.

Conversely, -1 to -4 parameter changes work the same way. 12.5% decreases per -1, to a maximum of 50% at -4.

The "Prot" property simply displays whether or not the Tetraja effect is active on a character. You will see a white circle if it is. Otherwise --.

Tetrageja protects against one Expel or Curse-based instant kill before it disappears from the character.

The box below Prot displays an icon of a status ailment, if the target is currently afflicted by a status ailment.

Take this box as an example:

Atk	+3
Def	-1
Ag	+2
Prot	()

In this example, the character deals 37.5% more damage due to +3 Atk.
The character takes 12.5% more damage due to -1 Def.
The character hits and evades 25% more often due to +2 Ag.
The character is protected by Tetraja.
The character has an empty status ailment box, and so is not afflicted by any status ailment currently.

Status Ailments

These are the status ailments in Shin Megami Tensei: Strange Journey:

Death

Demon's HP reaches 0. It returns to stock and is dead until resurrected. When resurrected, the demon will still need to be resummoned into the active party unless it is resurrected in-battle via the Invitation spell. Obviously does not go away after battle.

If the main character's HP reaches 0, it is game over unless you have the Dragon Ring equipped which can save you once per battle like the demon skill "Enduring Soul" does for demons.

Poison

HP decreases once every turn or tile of movement on the field.
This effect does not go away after battle.

Strain

MP decreases once every turn or tile of movement on the field.
This effect does not go away after battle, but may disappear after a turn during battle.

Paralyze

Target cannot evade and their defense drops, making them take more damage.
They will also occasionally lose their turn.
This effect does not go away after battle.

Sleep

Target is asleep and unable to act. Regenerates a very tiny amount of HP and MP per turn while sleeping, and should they be hit while sleeping will take much more damage than they normally would. A sleeping character also cannot

evade an attack. A sleeping character is also eligible to be instantly killed by the Eternal Rest spell.
This effect does disappear after a battle ends.

Mute

Target cannot use any spells or skills.
This effect does not go away after battle.

Charm

Target loses control and will attack random allies using the basic Attack command. Wears off naturally after several turns or after battle ends.

Stone

Target is turned to Stone and cannot act. They will take less damage but cannot be healed. If the Main Character becomes petrified, it is game over. This effect does not go away after battle.

Null Curse seems to prevent this effect on the Main Character, but as for demons it is up to the individual demon's ailment resistance properties. These are hidden but Zeruel's Fusion FAQ/demon database has them documented.

Fear

Target will randomly lose their turn. A demon affected by this will randomly return to stock as well. Wears off after several turns or when the battle ends.

Bomb

Target becomes a living bomb. If struck, the target has a 50% chance of exploding, killing them and dealing damage equal to current HP to all of their allies. If the target uses the Defend command, the chance becomes 0% while defending. Wears off at the end of battle.

Rage

Target loses control and will use the basic Attack command on random targets which can include allies--but not themselves--and will do increased damage.

> Demon Negotiation <

This is a description of the flow of how demon negotiation works in this game. With this info and a bit of experience, you should be able to use the system to your advantage.

There's several types of negotiation. First, I'll go over the basic type: When you select Talk in a battle and select an enemy demon.

• > Basic "Talk" Negotiation

To begin, you cannot talk to demons who are "Dark-" aligned, except when they initiate the conversation or it is a full moon and you use the Lunatic Sub App. However, these are distinctly different from regular negotiation and I'll go into them later. You also cannot talk to Enemy Search specific

enemies. Everything else you meet in a random encounter however, is fair game. Except of course, when the Moon phase is a full moon, but again I will get to that later as the mechanics are different.

When you successfully initiate a conversation with a demon, you will be given some dialogue including the note about your possible alignment differences and then a choice of 2 or 3 response options.

The alignment note affects two things...

First, how many items/things the demon will ask for when you ask it to be your demon, and how much Macca it asks for when it asks for Macca during that facet of negotiation. Also, how much HP/MP they drain when they ask for that. Same alignment demons ask for less things, less Macca and drain less of your HP/MP when they ask for that. Opposite alignment demons ask for more. If you are neutral or the demon you are talking to is neutral, they will generally ask for a middling amount.

It also affects the chance of a demon deciding to not join you after you've met their demands when asking them to be your demon.

Anyway, on to conversation.

The responses that the demon likes or dislikes are based on...

- A) The demon's personality type.
- B) The specific-demon itself.

For example, a demon of the Jack personality type (Fairy Jack Frost, Fairy Pyro Jack)... will generally act like this when you get this 3 response question:

"What's a hee-human doing here, ho?"

- Adventuring. <- Generally likes.
- Research. <- Does not like, and will run away.
- A social studies trip. <- Generally does not like.

Many demon personalities have two response questions where they ask you to come close to them. The Jack personality one is...

"Hee-ho! Come closer, ho."

- Get closer.
- Keep your distance.

Generally, for these across ALL personality types, the "Get closer" option will be a positive response, though there is a small chance they may attack you (enemy gets free attack round) and end the negotiation.

And then there are specific responses that, within a personality type, are liked more by a specific demon and hated by others.

For example again, with the Jack personality...

"Doesn't that scare you, ho...?"

- It does. <- Generally dislikes.
- Not really. <- Generally likes.
- Mascots don't scare me. <- Jack Frost likes this and will force itself into your party, but Pyro Jack hates it and attacks!
Do I detect jealousy for his frosty friend?

Another example, from the Girly personality.

"By the way, why'd you talk to me?"

- I want you to be my demon. <- Generally likes.
- I want stuff from you. <- Generally dislikes.
- Because you're charming. <- Lilim likes this, but Leanan Sidhe and Lilith for example do not and will attack you.

You need to pass two questions to get to the negotiation phase. Generally, across the same personality type, demons like the same responses. This takes some experience on your part to figure things out. However, there is a small random chance that the normal liked answers anger the demon. All you can do is suck it up and deal with it.

Once you know the generally liked responses through trial and error, you can negotiate your way to the phase where you can ask for stuff almost every time if you're using the Relax Spray Sub App that allows 1 error.

Anyway, unliked answers; An unliked answer can result in three things:

- The demon likes your answer: Go to next question or ask what you want if one question has already passed.
- The demon does not like your answer. There are different possibilities here:
 - Does not like it, but may forgive you randomly of their own choice. Note that if you have Relax Spray Sub App equipped, them forgiving you this way doesn't count towards Relax Spray's usage!
 - Does not like it. If you have the Relax Spray Sub App equipped, they will forgive you once per negotiation. If they do not forgive you, the negotiation is over. You cannot talk to this demon for the rest of the battle, though if for example you are in a battle with 3 Jack Frosts, you may talk to the other two Jack Frosts. When a conversation ends negatively this way, the demon will either randomly leave the battle, not leave the battle and dump you back at the combat selection menu, or will get a free attack round on you. Negotiation can be dangerous.
 - Does not like it, and in fact hates it! Demon party gets a free attack round. This type of response cannot be smoothed over with Relax Spray.
 - Does not like it, and is disgusted/scared by it like for example telling the Girly personality that you don't like women, or Jack personality that you're here for Research. The demon will leave the battle being "disgusted/scared". The battle doesn't end if there are other demons, however.
- After two questions, the demon may decide it likes you and give you an item and then leave, skipping the whole negotiation bit.

Battles only end automatically when a demon joins you or gives you something.

Normally, after two questions are answered, you will get these choices:

- > Main Character and the demon are on friendly terms.
 - Try negotiating.
 - Stay quiet.

Selecting "Try negotiating" generally moves you onto the 4 option choice below, while "Stay quiet" generally makes the demon do one of two things; Give you an item or macca, or heal you or you and your demons and then leave.

If you select Try negotiating, the demon rarely may get angry. Relax Spray can fix this if it's equipped and not been triggered yet in this negotiation session. Usually, things will go fine and you will get the below choices.

- > What will your request be?
 - Be my demon.
 - I want an item.
 - I want Macca.
 - I don't want anything.

> Selecting "Be my demon." will prompt the demon to ask you for things. It may be to drain your "vitality/life" (HP) it may be to drain your spirit (MP), it may be for curative/restorative items, it may be for Macca. It may be a ridiculous request for hundreds of thousands to millions of Macca or an Incense, but your response to that doesn't matter as it was just a joke on the demon's part and even if you say yes it's not going to make you give it to them, even if you have it.

Alignment affects how many times they ask for things and how much they ask

for -- Opposites ask for more, same alignment asks for less, and Neutral asks for a middling amount, always, even if you too are Neutral. Opposite alignment will drain more HP/MP for you and ask for larger sums of Macca. Same alignments will take much less than normal.

You may refuse a demon 2-3 times of a requested thing before they get angry. Relax Spray Sub App--if not triggered yet in this negotiation--can fix this if it happens. Otherwise, the demon may forgive you themselves. If not, the negotiation ends as normal and the demon may leave or attack or just end the conversation telling you to get back to fighting them.

If you meet the demon's demands in full, the demon will either...

... Join your party. If you have a "Garnish" type Sub App equipped, they will then give you whatever that Sub App prescribes. They are now in your demon stock. The battle ends. IF your demon stock is full, the demon will leave the battle but will "remember" you. That is, if you open up a slot in your demon stock, you can simply talk to that demon next time you meet them in a random battle and they'll join you automatically, once.

... Decide to not join your party. Chances are higher for opposite alignment demons. If you have the Tea Amity Sub App equipped, they will reconsider and join your party 100% of the time when this happens, and if you have a Garnish Sub App equipped, will again give you whatever that Sub App is supposed to make them give you. If the demon does not join you, it will leave the battle and the battle does not end if there are still more demons in battle. If the demon joins you via Tea Amity of course, the battle's over.

> Selecting "I want an item." causes the demon to give you an item. The battle then ends, with the demon leaving the battle.

No questions asked, no strings attached. You just get an item. The "Extra Item" Sub App causes them to give you a second item when you get an item from a demon in almost every way including by them just choosing to give you an item on their own.

> Selecting "I want Macca." causes the demon to give you some Macca. Higher level demons give more Macca. The battle then ends, with the demon leaving the battle.

No questions asked, no strings attached. You just get some Macca. The "Extra Macca" Sub App causes them to give you a second sum of Macca when a demon chooses to give you Macca in almost every way including by them just choosing to give you some Macca on their own.

> Selecting "I don't want anything." has random results. The demon may simply call you a weirdo and leave battle. They may heal you. They may give you an item. They may give you Macca. Sometimes, rarely, they may give a GOOD item.

... and that about covers the basic negotiation as initiated by the player with the in-battle Talk command.

• > Full Moon Negotiation

Now I'll go over Full Moon negotiation. During the Full Moon phase, you cannot talk to any demon unless you have the Lunatic Sub App equipped. However, if you equip this Sub App and talk to them...

You will enter a nonstandard negotiation with the demon where they ask you a question with two responses.

The chance of each response getting a positive effect is about equal, really. When liked, the demon will give you an item or Macca and then leave, or may join you. It's random.

When unliked, the demon will leave the battle, cancel the negotiation, or get a free attack round.

That's really all there is to Full Moon negotiation. The only upside to it is that it lets you talk to Dark-aligned demons.

Now, there are two types of "Initiated by demon" negotiations. They are:

- > Demon initiates: Beginning of battle...

The "Green Grass" Sub App increases the chances of this happening.

You can...

- Ask them to be your demon.
- Ignore them.

If you "Ask them to be your demon" there is a high chance that they will join you and the battle will end. However, they may call you a fool and attack you. It's a bad idea to ask them to be your demon if your HP is low when this happens, obviously. Note that if you have the Green Grass Sub App equipped, the chance of them faking you out is 0% -- they will in other words always join you. Useful. If a demon joins you, the battle will automatically end.

If you ignore them, the result is the same. They'll either tell you that you're dense for not knowing that they wanted to join you or they'll act surprised you "saw through their trap." What happens however is the same, the demon leaves the battle and the battle does not end if there are still more demons left.

- > Demon initiates: Mid-combat, afraid of you...

The "Light in Hell" Sub App increases the chances of this happening.

You can...

- Let it go.
- Stop it from going.

If you "Let it go" it will do one of three things.
One, it will simply say thanks and leave. You get nothing.
Two, it will say thanks, give you an item and leave.
Three, it will say thanks and join you.

If you Stop it from going, it will give you an item and then leave, or it may attack you. Though only demons who are left by themselves will choose to beg for their lives so there isn't much threat in stopping them unless your HP is low, or something.

That's pretty much all there is to negotiation.

Being successful with demon negotiation is just a matter of learning the patterns of acceptable responses within personality types and of course using Sub Apps such as Relax Spray, Tea Amity, Green Grass, and Light in Hell to your advantage. It's less complex than in other titles such as Raidou Kuzunoha vs. King Abaddon, but it's less random as well.

There's also a small matter of gifts for when you successfully talk to demons of certain personality types a set number of times. Successfully talking meaning, getting past the first 2 questions you're asked and to what would normally get you to the negotiation stage.

The number of successful talks does not reset when you start a New Game+, but when talking to a new personality for the first time in a New Game+, you get the message that says it's "your first time hearing a demon that speaks like this" which makes it seem like it does.

Thanks to Zeruel for the raw data used below. Here's the list:

> Little Kid, Girly, Beast, Jack personalities...

Talks	Gift
10	Chakra Drop
30	Bead
60	Balm of Rising
90	Soma Drop
120	Chakra Pot
150	Soma
180	Bead Chain
210	Great Chakra
240	St Incense
300	St Incense

> Punk, Old Man, Data personalities...

Talks	Gift
10	Chakra Drop
30	Bead
60	Balm of Rising
90	Soma Drop
120	Chakra Pot
150	Soma
180	Bead Chain
210	Great Chakra
240	Vi Incense
300	Vi Incense

> Gentleman, Knight, Old Woman personalities...

Talks	Gift
10	Chakra Drop
30	Bead
60	Balm of Rising
90	Soma Drop
120	Chakra Pot
150	Soma
180	Bead Chain
210	Great Chakra
240	Ma Incense
300	Ma Incense

> Young Girl, Lady personalities...

Talks	Gift
10	Chakra Drop
30	Bead
60	Balm of Rising
90	Soma Drop
120	Chakra Pot
150	Soma
180	Bead Chain
210	Great Chakra
240	Ag Incense

 > Compendium Password System <

In Shin Megami Tensei: Strange Journey, players can use and create passwords for custom demons using the compendium functions associated with passwords.

How does it work? When you use the "Output password" function in the View Compendium section, the game will spit out a password. If you're writing these down, make sure to look carefully at the password as to not confuse any somewhat similar looking characters such as o, 0 and Ø.

Players can use passwords by using Compendium -> Register function and scrolling to the bottom and using one of the three password slots. There are only three slots, but if all are full you can overwrite whichever one you want by just registering over it.

Selecting Register in a password slot brings up a small keypad which you can use to input the password. Passwords are of course case sensitive, so make sure you enter them correctly. You can enter them using the Stylus if you wish, and pressing the X button is a shortcut to changes the current character set from upper to lower case and back. If a password is entered in full correctly, you will see the demon's data and be asked to confirm the registration. If not, you will get an invalid password error.

To condense things, here is how you:

 Output a password for one of your own custom demons...

- First, make sure you Register your custom demon in the Compendium. If the demon is not registered to its current status, you will not get a password for the current, desired demon.
- Select Demon Data -> Demon Compendium -> View, then scroll to the demon. Open up the menu and select "Output password". Again, make sure that the demon data you are viewing is the Custom Data, not the Original Data, else you won't get the password you want.
- The game will spit out a 2-line password. Write it down carefully. Share it with people or use with the source-saving method. Maybe go crazy and test it first to make sure it works. Might help.

 Use someone else's password...

- Select Demon Data -> Demon Compendium -> Register. Scroll to the very bottom where the password slots are. Select one of the slots marked "PWD" and then choose to input a password for that slot.
- Carefully look at and input the password. If you get an invalid error, you may have entered it wrong or it may be an invalid password. Confirm the password in full and try again, and if it doesn't seem to work then chances are it's an invalid password.
- After the password has been successfully registered and you have confirmed to store the demon in that password slot, go into Demon Data -> Demon Compendium -> View, and scroll down to that password slot which the password was inserted into. You can now use the functions of the slot to summon that demon out. For a price, of course. To summon a password demon, you have to be at or above the level of the demon in question, even in a New Game+.

 > List of Demons <

This still isn't a Fusion FAQ. This is a list provided to aid those trying to get 100% Compendium. It is sorted by the game's default sorting of

"By Race" and in the same order as displayed in-game, with the demon's base levels in the brackets.

Those marked "Password-only" do not count towards the 100% Compendium completion. Notes have been added to display both those who are Password-only and those who are from special fusions.

I recommend you read Zeruel's Fusion FAQ if you need to learn how to fuse Zealot demons.

Herald (Light-Law)

Herald Seraph	[89]	* Special Fusion
Herald Metatron	[84]	
Herald Mastema	[82]	* Special Fusion
Herald Aniel	[79]	
Herald Sroasha	[74]	
Herald Azrael	[69]	
Herald Kazfiel	[66]	
Herald Israfil	[63]	
Herald Victor	[51]	

Megami (Light-Law)

Megami Amaterasu	[79]	
Megami Laksmi	[73]	
Megami Norn	[72]	* Special Fusion
Megami Tlazolteotl	[64]	
Megami Pallas Athena	[53]	
Megami Ishtar	[51]	* Password-only
Megami Scathach	[43]	
Megami Parvati	[32]	
Megami Fortuna	[20]	
Megami Hathor	[11]	

Avian (Light-Law)

Avian Garuda	[71]	
Avian Yatagarasu	[59]	
Avian Feng Huang	[46]	
Avian Thunderbird	[35]	
Avian Phoenix	[25]	
Avian Suparna	[15]	
Avian Hamsa	[9]	

Tree (Light-Law)

Tree Yggdrasil	[64]	
Tree Haoma	[55]	
Tree Kukunochi	[44]	
Tree Mayahuel	[35]	
Tree Daphne	[21]	

Divine (Neutral-Law)

Divine Cherub	[61]	
Divine Throne	[47]	
Divine Dominion	[38]	
Divine Virtue	[25]	
Divine Power	[19]	
Divine Principality	[14]	
Divine Archangel	[8]	

Divine Angel [4]

Flight (Neutral-Law)

Flight Da Peng [50]
Flight Rukh [42]
Flight Toufei [31]
Flight Caladrius [22]
Flight Gu Huo Niao [15]
Flight Harpy [9]
Flight Tangata Manu [2]

Yoma (Neutral-Law)

Yoma Ganesha [67]
Yoma Xiuhtecuhtli [54]
Yoma Valkyrie [45]
Yoma Shiwanna [37]
Yoma Dis [27]
Yoma Karasu Tengu [18]
Yoma Vodyanik [13]
Yoma Koppa Tengu [5]

Nymph (Neutral-Law)

Nymph Peri [59]
Nymph Sarasvati [48]
Nymph Senri [36]
Nymph Ame no Uzume [24]
Nymph Apsaras [10]

Vile (Dark-Law)

Vile Demiurge [94] * Special Fusion
Vile Seth [85]
Vile Samael [75]
Vile Pales [68]
Vile Alciel [61] * Password-only
Vile Taotie [53]
Vile Pachacamac [48]
Vile Mishaguji [39]
Vile Baphomet [26]

Raptor (Dark-Law)

Raptor Hresvelgr [70]
Raptor Huoniao [64]
Raptor Anzu [49]
Raptor Gurr [40]
Raptor Camazotz [31]
Raptor Zhen [28]
Raptor Moh Shuvuu [17]
Raptor Itsumade [7]
Raptor Onmoraki [3]

Wood (Dark-Law)

Wood Erllkonig [61]
Wood Alraune [51]
Wood Zaccoum [42]
Wood Skogsra [29]

Wood Mandrake [22]
Wood Shan Xiao [14]

Deity (Light-Neutral)

Deity Vishnu [86]
Deity Hachiman [77]
Deity Odin [71]
Deity Omoteotl [65]
Deity Prometheus [57]
Deity Inti [49]
Deity Thoth [41]

Avatar (Light-Neutral)

Avatar Barong [69]
Avatar Anubis [61]
Avatar Chimera [49]
Avatar Kaiming Shou [43]
Avatar Makami [32]
Avatar Kamapua'a [24]
Avatar Shiisaa [14]

Holy (Light-Neutral)

Holy Sphinx [70]
Holy Sleipnir [56]
Holy Baihu [48]
Holy Airavata [41]
Holy Qing Niuguai [33]
Holy Pabilsag [26]
Holy Apis [18]
Holy Heqet [10]

Genma (Light-Neutral)

Genma Heimdall [72]
Genma Hanuman [62]
Genma Kresnik [55]
Genma Cu Chulainn [48]
Genma Tlaloc [40]
Genma Kurama Tengu [38] * Special Fusion
Genma Frost Ace [34] * Special Fusion
Genma Tam Lin [29]

Fairy (Neutral-Neutral)

Fairy Demonee-ho [75] * Password-only
Fairy Titania [60]
Fairy Oberon [50]
Fairy Vivian [40]
Fairy Spriggan [34]
Fairy Lorelai [31]
Fairy Silky [23]
Fairy High Pixie [19] * Special Fusion
Fairy Pyro Jack [16]
Fairy Jack Frost [12]
Fairy Goblin [7]
Fairy Pixie [2]

Beast (Neutral-Neutral)

Beast Cerberus [66]
Beast Ammut [56]
Beast Gyphon [46]
Beast Orthrus [36]
Beast Hsing-Hsing [30]
Beast Nekomata [22]
Beast Inugami [17]
Beast Katakirauwa [9]
Beast Kaso [4]

Jirae (Neutral-Neutral)

Jirae Gogmagog [55]
Jirae Tlaltecuhтли [45]
Jirae Titan [35]
Jirae Kwancha [25]
Jirae Dwarf [20]
Jirae Bagaboo [20] * Password-only, is Neutral-Law.
Jirae Bogaboo [20] * Password-only, is Neutral-Neutral.
Jirae Bugaboo [20] * Password-only, is Neutral-Chaos.
Jirae Sudama [15]
Jirae Hua Po [6]
Jirae Knocker [1]

Snake (Neutral-Neutral)

Snake Ananta [65]
Snake Orochi [60]
Snake Ouroboros [49] * Special Fusion
Snake Gui Xian [42]
Snake Vouivre [33]
Snake Yurlungur [28]
Snake Nozuchi [18]
Snake Naga [11]

Reaper (Dark-Neutral)

Reaper Mot [87]
Reaper Nergal [76]
Reaper Guedhe [62]
Reaper Persephone [58]
Reaper Orcus [55] * Special Fusion
Reaper Hel [47]

Wilder (Dark-Neutral)

Wilder Fenrir [71]
Wilder Cabracan [64]
Wilder Catoblepas [52]
Wilder Manticore [45]
Wilder Pellaidh [40]
Wilder Nue [27]
Wilder Raiju [17]
Wilder Jueyuan [10]

Jaki (Dark-Neutral)

Jaki Hecatoncheir [70]
Jaki Girimehkala [57]
Jaki Grendel [46]
Jaki Rakshasa [35]

Jaki Black Frost [30] * Special Fusion
Jaki Wendigo [23]
Jaki Ippon-Datara [10]
Jaki Gremlin [5]

Vermin (Dark-Neutral)

Vermin Arachne [39]
Vermin Mothman [29]
Vermin Myrmecolion [22]
Vermin Ubu [11]
Vermin Okiku-mushi [3]

Fury (Light-Chaos)

Fury Shiva [91] * Special Fusion
Fury Susano-O [85]
Fury Kartikeya [70]
Fury Wu Kong [58]
Fury Tonatiuh [45]
Fury Ares [36]

Lady (Light-Chaos)

Lady Xi Wangmu [79]
Lady Skadi [73]
Lady Black Maria [64]
Lady Asherah [58] * Special Fusion
Lady Diana [54]
Lady Hariti [44]
Lady Sedna [34]
Lady Dzelarhons [21]
Lady Pele [10]

Dragon (Light-Chaos)

Dragon Huang Long [78] * Special Fusion
Dragon Quetzalcoat1 [69]
Dragon Zhu Yin [58]
Dragon Long [45]
Dragon Gucumatx [35]
Dragon Patrimpas [24]
Dragon Makara [13]

Kishin (Light-Chaos)

Kishin Thor [76]
Kishin Bishamonten [65]
Kishin Jikokuten [57]
Kishin Koumokuten [47]
Kishin Zouchouten [37]
Kishin Takeminakata [27]

Fallen (Neutral-Chaos)

Fallen Gemori [60]
Fallen Mithras [53] * Special Fusion
Fallen Decarabia [50]
Fallen Ose [41]
Fallen Dantalian [33]
Fallen Oras [27]

Fallen Halphas [22]
Fallen Bifrons [16]
Fallen Melchom [7]

Brute (Neutral-Chaos)

Brute Ongyo-Ki [66] * Special Fusion
Brute Berserker [53]
Brute Sui-Ki [41]
Brute Fuu-Ki [36]
Brute Kin-Ki [32]
Brute Yamawaro [24]
Brute Momunofu [19]
Brute Azumi [12]
Brute Oni [8]

Femme (Neutral-Chaos)

Femme Rangda [68]
Femme Dakini [63]
Femme Atropos [49]
Femme Lachesis [43]
Femme Clotho [37]
Femme Yuki Jyorou [26]
Femme Leanan Sidhe [14]
Femme Acheri [8]

Night (Neutral-Chaos)

Night Maya [70] * Special Fusion
Night Lilith [66]
Night Wild Hunt [55]
Night Succubus [47]
Night Kaiwan [34]
Night Incubus [23]
Night Fomorian [16]
Night Lilim [9]
Night Sandman [4]

Tyrant (Dark-Chaos)

Tyrant Mara [88]
Tyrant Surt [77]
Tyrant Tzitzimitl [71]
Tyrant Abaddon [60]
Tyrant Loki [52]
Tyrant Moloch [50] * Special Fusion
Tyrant Balor [44]
Tyrant Asura [42] * Special Fusion
Tyrant King Frost [40] * Special Fusion
Tyrant Horkos [33] * Special Fusion
Tyrant Mitra [25] * Special Fusion
Tyrant Morax [15] * Special Fusion

Drake (Dark-Chaos)

Drake Fafnir [72]
Drake Nidhoggr [65]
Drake Tiamat [63] * Special Fusion
Drake Mushussu [61]
Drake Kingu [46]
Drake Basilisk [35]

Drake Bai Suzhen [27]
Drake Zhu Tun She [15]

Spirit (Dark-Chaos)

Spirit Legion [36]
Spirit Pisaca [29]
Spirit Inferno [23]
Spirit Macabre [18]
Spirit Poltergeist [7]
Spirit Dybbuk [2]

Foul (Dark-Chaos)

Foul Doppelganger [25]
Foul Slime [1]

Haunt (Dark-Chaos)

Haunt Vetala [67]
Haunt Kudlak [56]
Haunt Strigoii [45]
Haunt Ghoul [30]
Haunt Churel [24]
Haunt Mou-Ryo [17]
Haunt Preta [6]

Mitama (Light-Neutral)

Mitama Saki Mitama [36]
Mitama Kusi Mitama [31]
Mitama Nigi Mitama [26]
Mitama Ara Mitama [21]

Prime (Light-Neutral)

Prime Salamander [32]
Prime Undine [28]
Prime Sylph [25]
Prime Gnome [21]
Prime Flaemis [20]
Prime Aquans [16]
Prime Aeros [12]
Prime Erthys [8]

Fiend (Dark-Neutral)

Fiend Mother Harlot [90]
Fiend Trumpeter [83]
Fiend Pale Rider [78]
Fiend Black Rider [68]
Fiend Red Rider [59]
Fiend White Rider [49]
Fiend Alice [39]
Fiend Matador [30]
Fiend David [22]

Enigma (Light-Neutral)

Enigma Kangiten [80]

Enigma Kama [72]
Enigma Kinmamon [58]
Enigma Futotama [42]
Enigma Kanbari [27]

UMA (Neutral-Neutral)

UMA Hare of Inaba [37]
UMA Kuda [28]
UMA Chupacabra [19]
UMA Mamedanuki [13]

Zealot (Dark-Neutral)

Zealot Masakado [92] * Special Fusion
Zealot Tezcatlipoca [81]
Zealot Attis [73]
Zealot Aramisaki [58]
Zealot Dionysus [41]
Zealot Ogun [24]

Geist (Light-Chaos)

Geist Alilat [84] * Special Fusion

Fake (Neutral-?)

Fake Demonica-L [1] * Password-only, is Neutral-Law.
Fake Demonica-N [1] * Password-only, is Neutral-Neutral.
Fake Demonica-C [1] * Password-only, is Neutral-Chaos.

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\ DEMONICA Applications [SJ_DEMONICA] /  
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> Main App <

Main App is the functionality of the Demonica that is always activated once you acquire each specific function.

Proximity Alert

Basically, a random encounter meter. It goes from blue, to yellow, to red. You begin with this and it has no upgrades.

Forma Search

Allows you to find Forma out on the field. There are three ranks of this App. Rank A displays Red Forma. Rank B displays Silver Forma, and Rank C displays Gold Forma. Each has differering contents. Forma Search A and B are gained as required story progress objectives.

Forma Search C is optional and comes from a Rare Forma which is a reward from the EX Mission "Catch the rabbit!"

Unlock

Unlocks the locked door portals you may come across. Different ranks unlock different colored doors.

There are five ranks. Unlock A, Unlock B, Unlock C, Unlock D, and Unlock E. Unlock E is optional and comes from a Rare Forma found in Grus 1F, original space. You need Gate Search E to get at it-- it's in the northwest part of the map.

Gate Search

Allows you to open secret door portals. There are five ranks of this, as well. Gate Search A through E. Gate Search E is optional and comes from a Rare Forma from the EX Mission "Marebito, the foreign god."

Enemy Search

Like Forma search, except for enemies. With this, you can find tougher enemies and enemies that can't be found elsewhere. They usually drop nice items in addition to unique forma, though most do not give experience points.

Many demons found via Enemy Search are restricted fusions that cannot be made until you defeat them in battle. However, extremely tough enemies known as Fiends may show up rarely...

There are three ranks of this Main App, A through C. Enemy Search A and B are gained as required to progress through the story, while Enemy Search C is optional and found in the southeast corner of B4F in Horologium.

Phase Shifter

Shifts you over to a different dimension in a small pocket area. This can only be done at the special space manipulation devices, and is needed to progress in various parts of the game after it becomes available.

There are two ranks, each bringing you to different areas. Both ranks of this are found as required to progress the story.

Visualizer

Visualizes dark areas, giving you a rough 3D visual on the geometry of the area, essentially allowing you to see in the dark. However, you still cannot see the map tiles fill in. This just allows you to navigate.

There are three ranks of this App, each of which will visualize a different type of dark area. They're all technically "optional" though it is difficult to traverse certain areas without them.

A lights up the Blue areas, B lights up the Red, and C lights up the Yellow.

Rank A is found via Rare Forma in the east part of 4F Delphinus.

Rank B is found via Rare Forma in the northeast part of 1F Jack's Squad HQ.

Rank C is found in B6F of Horologium, in the southwest area of the map.

> Sub Apps <

Sub Apps are non-critical Apps that give a wide variety of possible effects. Each has a "size" assigned to it and you can use a max of 10 units of size worth of Sub Apps at any given time. You can change equipped Sub Apps at the Lab on the Red Sprite or at any terminal. The 10 units of size will never increase, so choose carefully. They're rather minor bonuses though,

for the most part.

HP Recover I

Size : 1
Cost : N/A - Initial equipment.
Effect : Recovers the main character's HP by a tiny amount every time the moon phase changes.
Where : You begin with it.

HP Recover II

Size : 2
Cost : 2000 Macca
Effect : Recovers the main character's HP by a small amount every time the moon phase changes.
Where : Rare Forma "Stomach Acid" - Sector Carina boss.

HP Regen I

Size : 3
Cost : 4500 Macca
Effect : Recovers the party's HP by a tiny amount every time the moon phase changes.
Where : Rare Forma "Stone Fragment" - Sector Bootes boss.

HP Regen II

Size : 5
Cost : 12500 Macca
Effect : Recovers the party's HP by a small amount every time the moon phase changes.
Where : Rare Forma "Klein Bottle" - Sector Eridanus boss.

MP Recover I

Size : 3
Cost : 4500 Macca
Effect : Recovers the main character's MP by a tiny amount every time the moon phase changes.
Where : Rare Forma "Stomach Acid" - Sector Carina boss.

MP Recover II

Size : 5
Cost : 12500 Macca
Effect : Recovers the main character's MP by a small amount every time the moon phase changes.
Where : Rare Forma "Fairy's Harp" - EX Mission "Blue Jet Reclamation."

MP Regen I

Size : 5
Cost : 12500 Macca
Effect : Recovers the party's MP by a tiny amount every time the moon phase changes.
Where : Rare Forma "Klein Bottle" - Sector Eridanus boss.

MP Regen II

Size : 7
Cost : 24500 Macca
Effect : Recovers the party's MP by a small amount every time the moon phase changes.
Where : Rare Forma "Bookmark" - EX Mission "Tales of investigation."

Enemy Begone

Size : 2
Cost : 8000 Macca
Effect : Reduction to the random encounter rate.
Where : Rare Forma "Stone Fragment" - Sector Bootes boss.

Enemy Lullaby

Size : 4
Cost : 8000 Macca
Effect : Larger reduction to the random encounter rate.
Where : Rare Forma "Sleeping Stone" -
EX Mission "Faerie land establishment I."

Enemy Welcome

Size : 2
Cost : 2000 Macca
Effect : Increases the random encounter rate.
Where : Rare Forma "Ulna" - Sector Delphinus boss.

Enemy Challenge

Size : 2
Cost : 2000 Macca
Effect : Larger increase to the random encounter rate.
Where : Rare Forma "Fragrant Stone" -
EX Mission "Faerie land establishment II."

Red Carpet

Size : 5
Cost : 12500 Macca
Effect : No random encounters will take place. New Game + Only.
Where : Added when Sub Apps are introduced in a New Game+.

Nurse

Size : 2
Cost : 4500 Macca
Effect : Reduces the damage from trap floors and reduces the chance for status ailments from them. Cannot equip with Medic Sub App.
Where : Rare Forma "Stone Fragment" - Sector Carina boss.

Medic

Size : 4
Cost : 4500 Macca
Effect : Greatly reduces the damage from trap floors and the chance for status ailments from them. Cannot equip with Nurse Sub App.
Cost : Rare Forma "Soothing Stone" -
EX Mission "Faerie land establishment III."

Hyakutaro

Size : 3
Cost : 2000 Macca
Effect : Reduces your chance to be ambushed.
Where : Added when Sub Apps are introduced.

Surpriser

Size : 2
Cost : 2000 Macca
Effect : Increases your chance for a pre-emptive attack.
Where : Rare Forma "Ulna" - Sector Delphinus boss.

Gibo Eyes

Size : 3
Cost : N/A
Effect : Target cursor shows when an enemy nulls, drains or reflects an attack with an "X" even when their resists are unidentified.
Works on bosses!
Where : Reward from EX Mission "Black box retrieval I."

Hiroemon

Size : 2
Cost : 2000
Effect : Increases the chance that enemies will drop items.
Where : Added when Sub Apps are introduced.

White Album

Size : 3
Cost : 4500 Macca
Effect : Increases experience gained at the end of battle.
Where : Rare Forma "Sweet Liqueur" - Sector Grus boss.

Shusendo

Size : 3
Cost : 4500 Macca
Effect : Increases Macca earned at the end of battle.
Where : Rare Forma "Sweet Liqueur" - Sector Grus boss.

UMA Converter

Size : 0
Cost : 1000 Macca
Effect : Converts all Beast fusion results to UMA fusion results when this App is installed.
Where : Rare Forma "UMA's Ball" - EX Mission "A sport for gentlemen."

Fiend Converter

Size : 0
Cost : 1000 Macca
Effect : Converts all Genma fusion results to Fiend fusion results when this

App is installed.
Where : Rare Forma "Death Omen" - EX Mission "Escape plan."

Enigma Converter

Size : 0
Cost : 1000 Macca
Effect : Converts all Deity fusion results to Enigma fusion results when this App is installed.
Where : Rare Forma "Secret Records" - EX Mission "Lurkers in the toilets."

Copernicus

Size : 0
Cost : N/A
Effect : Fusion accidents will occur 100% of the time when this App is active.
Where : Reward from EX Mission "Black box retrieval II."

Fracastoro

Size : 0
Cost : 500 Macca
Effect : Fusion accidents never occur when this App is active.
Where : Rare Forma "Stone Fragment" - Sector Bootes boss.

Zealot Summons

Size : 0
Cost : 1000 Macca
Effect : Guarantees that a Zealot demon will be the result if possible.
Good to use with Copernicus Sub App.
Where : Rare Forma "Stomach Acid" - Sector Carina boss.

Laplace

Size : 0
Cost : 1000 Macca
Effect : Modifies the fusion formula from...
 $((\text{Demon A BaseLv} + \text{Demon B BaseLv}) / 2) + 1$
To...
 $((\text{Demon A BaseLv} + \text{Demon B BaseLv}) / 2) + 4$
Also works with Paracelsus Sub App.
Where : Rare Forma "Salt Lump" - Sector Fornax boss.

Paracelsus

Size : 0
Cost : 1000 Macca
Effect : Modifies the fusion formula from...
 $((\text{Demon A BaseLv} + \text{Demon B BaseLv}) / 2) + 1$
To...
 $((\text{Demon A CurrentLv} + \text{Demon B CurrentLv}) / 2) + 1$
Also works with the Laplace Sub App.
Where : Rare Forma "Ulna" - Sector Delphinus boss.

Presenter

Size : 2
Cost : 2000 Macca
Effect : Increases the chance of a demon giving you an item when

they level up.
Where : Rare Forma "Brass Horn" - Sector Antlia boss.

Long Birthday -----

Size : 4
Cost : 8000 Macca
Effect : Demons will always give you an item when they level up.
Where : Rare Forma "Salt Lump" - Sector Fornax boss.

Gambler -----

Size : 1
Cost : 500 Macca
Effect : Increases the odds of your demons changing a skill upon level up.
Where : Rare Forma "Stone Fragment" - Sector Bootes boss.

Double Down -----

Size : 2
Cost : 2000 Macca
Effect : Greatly increases the odds of your demons changing a skill when they level up. Almost always works.
Where : Rare Forma "Abacus" - EX Mission "The ever-steeper trial I."

Hercules -----

Size : 2
Cost : 2000 Macca
Effect : Gives a chance for your demon to get an additional bonus stat +1 St when they level up.
Where : Rare Forma "Abacus" - EX Mission "The ever-steeper trial I."

Orpheus -----

Size : 2
Cost : 2000 Macca
Effect : Gives a chance for your demon to get an additional bonus stat +1 Ma when they level up.
Where : Rare Forma "Paper Sheet" - EX Mission "Before the holy battle I."

Orion -----

Size : 2
Cost : 2000 Macca
Effect : Gives a chance for your demon to get an additional bonus stat +1 Vi when they level up.
Where : Rare Forma "Abacus" - EX Mission "The ever-steeper trial I."

Achilles -----

Size : 2
Cost : 2000 Macca
Effect : Gives a chance for your demon to get an additional bonus stat +1 Ag when they level up.
Where : Rare Forma "Paper Sheet" - EX Mission "Before the holy battle I."

Theseus -----

Size : 2
Cost : 2000 Macca
Effect : Gives a chance for your demon to get an additional bonus stat +1 Lu when they level up.
Where : Rare Forma "Paper Sheet" - EX Mission "Before the holy battle I."

Lunatic -----

Size : 1
Cost : 500 Macca
Effect : Allows you to talk to demons during the Full Moon phase. This can sometimes allow you to recruit Dark aligned demons.
Where : Added when Sub Apps are introduced.

Green Grass -----

Size : 5
Cost : 12500 Macca
Effect : Increases the odds of a demon asking to join you at the beginning of battle. Even Dark demons may do this. When a demon triggers this, it seems the chance of them joining is 100% with no chance of them attacking you.
Where : Rare Forma "Klein Bottle" - Sector Eridanus boss.

Light in Hell -----

Size : 2
Cost : 2000 Macca
Effect : Increases the chance that demons will beg for you to spare them during combat.
Where : Rare Forma "Brass Horn" - Sector Antlia boss.

Relax Spray -----

Size : 5
Cost : 12500 Macca.
Effect : 100% chance for a demon to forgive you for an unliked answer, once per negotiation... as long as that answer doesn't anger them enough for them to attack you, anyway.
Where : Added when Sub Apps are introduced.

Tea Amity -----

Size : 2
Cost : 2000 Macca
Effect : Will make a demon reconsider when they decide to not join you after negotiating for them to be your demon, which means that a successful negotiation for a demon to be yours is 100% effective. Good to use when recruiting opposite-aligned demons.
Where : Rare Forma "Salt Lump" - Sector Fornax boss.

Extra Item -----

Size : 5
Cost : 12500 Macca
Effect : A demon will give you an additional item when you ask it for an item or if it gives you an item on its own. Works with Item Garnish.
Where : Rare Forma "Brass Horn" - Sector Antlia boss.

Extra Macca

Size : 3
Cost : 4500 Macca
Effect : A demon will give you more Macca when you ask it for Macca or if it gives you Macca on its own. Works with Macca garnish.
Where : Rare Forma "Brass Horn" - Sector Antlia boss.

Item Garnish -----

Size : 3
Cost : 4500 Macca
Effect : When you negotiate a demon into joining you, they will also give you an item. Cannot equip multiple garnish sub apps.
Where : Rare Forma "Sweet Liqueur" - Sector Grus boss.

Macca Garnish -----

Size : 3
Cost : 4500 Macca
Effect : When you negotiate a demon into joining you, they will also give you some Macca. Cannot equip multiple garnish sub apps.
Where : Rare Forma "Sweet Liqueur" - Sector Grus boss.

Heal Garnish -----

Size : 3
Cost : 4500 Macca
Effect : When you negotiate a demon into joining you, they will also heal you or you and your demons to full.
Cannot equip multiple garnish sub apps.
Where : Rare Forma "Sweet Liqueur" - Sector Grus boss.

Friend Item -----

Size : 3
Cost : 8000 Macca
Effect : When talking to an enemy demon and you have that same demon in your party, they will always give you an item. Works with Extra Item.
Where : Rare Forma "Stomach Acid" - Sector Carina boss.

Friend Macca -----

Size : 3
Cost : 8000 Macca
Effect : When talking to an enemy demon and you have that same demon in your party, they will always give you Macca. Works with Extra Macca.
Where : Rare Forma "Stomach Acid" - Sector Carina boss.

Friend Heal -----

Size : 3
Cost : 8000 Macca
Effect : When talking to an enemy demon and you have that same demon in your party, they will always heal you or you and your demons.
Where : Rare Forma "Stomach Acid" - Sector Carina boss.

7-Card Hand -----

Size : 9
Cost : 100000 Macca

Effect : Allows you to equip any 7 Sub Apps, regardless of size. This Sub App counts as one of those 7. In effect, your capacity becomes 7 and all Sub Apps now cost 1 a piece to use-- even the ones that normally cost 0. New Game + Only.

Where : Added when Sub apps are introduced in a New Game+.

Frost Icon

Size : 0

Cost : 500 Macca

Effect : Adds a blinking Jack Frost head icon on top of your directional icon on the map. Seems useless. New Game + Only.

Where : Added when Sub Apps are introduced in a New Game+.

New MegaTen

Size : 1

Cost : 500 Macca

Effect : Spits out an error message, or, randomly, a thanks for buying the game! New Game + Only.

Where : Added when Sub Apps are introduced in a New Game+.

Scanning Zero

Size : 5

Cost : 50000 Macca

Effect : Displays the dark areas on your automap. New Game + Only.

Where : Rare Forma "Nabatea Stone" from the New Game+ only EX Mission
"The mother goddess' gravestone."

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\                                     [SJ_WALK-INT]
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A NOTE ABOUT THIS WALKTHROUGH:

I'm not going to tell you what demons to use. This is entirely up to you. I generally just tell you what skills you should be using when it comes to the boss fights.

I DO provide pre-made password demons for all difficult boss fights, however note that these passwords are provided as-is and will probably be expensive as all good password demons are. They are custom-made to kill the bosses, generally, though many of them have a somewhat versatile skillset that can also be used to crawl the dungeons.

They are there for those who get stuck and really have no clue how to fuse or don't have proper sources and just want to move on, but you still have to earn the money to buy them and be the proper level.

Select to begin the game and watch your scenes, and you'll eventually be prompted to enter your character's name. Do so.

The choice after naming yourself to shake Commander Gore's hand affects alignment. Your very first alignment choice, in fact.

> Commander Gore held out his right hand... What will you do?

- Shake his hand. (Neutral)
- Refuse to shake. (Chaos)

After the scenes you'll be dumped into the menus in the ship.
You can talk to other crewmembers if you'd like or save your game.

If you talk to Zelenin in the command room here, you can get yet another alignment-affecting choice.

- > Extend your hand to Zelenin?
- Yes (Law)
- No (Chaos)

What you'll need to do is select "Move" from the menu and select to go to the Deck area of the ship, then select Yes to go to Commander Gore's briefing.

You'll enter another lengthy scene where you meet a notable crewman, Jimenez, and learn about the DEMONICA - DEMOuntable Next Integrated Capability Armor. Yeah, that's a mouthful and doesn't make perfect sense--but whatevs--and you will be given a sort of questionnaire that will determine your initial statistics and your stat-growth type.

• Question #1

"You are the sole survivor on a battlefield. You are hidden, with no ammunition in your pistol. You detect a single enemy approaching.

How will you deal with this enemy, equipped with only an empty gun?"

- 1: Ditch the gun and use a knife.
- 2: Search for ammunition.
- 3: Stay hidden until he passes.

• Question #2

"While infiltrating enemy territory, you spot the man who killed your comrade and closest friend. You can kill him easily, but the gunshot will expose you and your infiltration will be compromised.

Will you avenge your friend or focus on your objective?"

- 1: Do nothing, for the mission.
- 2: Kill him, for your friend.
- 3: Find a way to do both.

• Question #3

"You have been in a remote area on a mission and your relief has not arrived on schedule. You can abort the mission and go home now, but you have enough supplies to stay here longer.

What do you do?"

- 1: Wait as long as it takes.
- 2: Wait as long as you can.
- 3: Go back immediately.

• Question #4

"You are piloting a helicopter to refuel. En route, an ally under attack requests help. You can help him, but it will take your remaining fuel, and it will be difficult to leave afterward. Other pilots have also received the distress signal, but you are the closest to his position.

What will you do with the fuel you have left?"

- 1: Hurry to rescue him.
- 2: Refuel and let an ally take him.
- 3: Land nearby, wait for allies.

• Question #5

"On a mission in occupied territory, you are asked whether to capture a religious leader who may be a spy. Catching a spy may be a great achievement, but the people may riot if this leader is captured.

How will you approach the religious leader suspect of spying?"

- 1: Keep watching him for now.
- 2: Bring him in immediately.
- 3: Put him under house arrest.

• Question #6

"You have been sent to the Schwarzwelt, where conditions are expected to be harsh. Yet you have advanced equipment, a strong ship, the latest tech, and dependable comrades.

Will the Schwarzwelt investigation mission succeed?"

- 1: Yes. <- The game forces you to input this answer for this question.
- 2: It's impossible.
- 3: I don't know.

Again, the game will just ask the question again until you input answer 1 for this question.

Depending on your answers, your DEMONICA's stat-growth type and your initial stats are now set. Only questions 1-5 actually matter, obviously, since Q6 is a classic "... But thou must!" moment.

Strength-type

"Attack support"

Answer Questions 1-5 with the first choice.

Percent chance growth rates are...

St: 24%
Ma: 18%
Vi: 19%
Ag: 20%
Lu: 19%

Initial stats:

56HP, 32MP, 7 St, 5 Ma, 5 Vi, 6 Ag, 5 Lu, 22 MeleeAtk, 15 GunAtk, 21 Def

Magic-type

"Technical support"

Answer Questions 1-5 in this order: 3, 1, 3, 2, 1.

Percent chance growth rates are...

St: 19%
Ma: 24%

Vi: 19%
Ag: 20%
Lu: 18%

Initial stats:
58HP, 37MP, 5 St, 7 Ma, 6 Vi, 5 Ag, 5 Lu, 20 MeleeAtk, 13 GunAtk, 22 Def

Vitality-type

"Physical support"

Answer Questions 1-5 in this order: 2, 1, 1, 2, 2.

Percent chance growth rates are...

St: 18%
Ma: 19%
Vi: 24%
Ag: 19%
Lu: 20%

Initial stats:
63HP, 32 MP, 5 St, 5 Ma, 7 Vi, 5 Ag, 6 Lu, 20 MeleeAtk, 13 GunAtk, 23 Def

Agility-type

"Speed support"

Answer Questions 1-5 with the third choice.

Percent chance growth rates are...

St: 19%
Ma: 20%
Vi: 18%
Ag: 24%
Lu: 19%

Initial stats:
55 HP, 35 MP, 5 St, 6 Ma, 5 Vi, 7 Ag, 5 Lu, 20 MeleeAtk, 13 GunAtk, 21 Def

Luck-type

"Luck support"

Answer Questions 1-5 with the second choice.

Percent chance growth rates are...

St: 19%
Ma: 19%
Vi: 19%
Ag: 19%
Lu: 24%

Initial stats:
60HP, 36 MP, 6 St, 6 Ma, 6 Vi, 6 Ag, 7 Lu, 21 MeleeAtk, 14 GunAtk, 22 Def

All in all, it doesn't really matter what you choose. This is a pretty minor choice, to be honest. The level-up stat-ups are random and the chance for stats to be distributed in any given stat is of course a percentage-based chance based on the growth types. There are other choice combinations that result in the above growth types as well, but those are ones I've confirmed

to work.

I chose the Luck-type, because, well, I like more frequent item drops, and it is pretty balanced in distribution chances with Luck being the highest. Of course, this could just be me being superstitious. Who knows! Anyway, even as Luck specialization I didn't end up with Lu as my highest stat, to show how random it is.

You'll be sent documents you can review on your DEMONICA.

- Document: Schwarzwelt Investigation Team
- Document: Mission Log
- Document: Alignment
- Document: Demonica

Read them if you wish--you'll be in the ship navigation menu again. Talk to Jimenez and the crewmembers if you wish as well. Talking to Jimenez gets you yet another alignment-affecting choice.

> Offer Jimenez a handshake?

- Yes (Law)
- No (Chaos)

Afterwards, select move and go to the Command Room to progress the story once again. Talk to everyone there, then move to the Deck once again.

More scenes, leading to the four ships entering the Schwarzwelt.

A question will be asked by a crewmember during one of these scenes, and it affects alignment:

"Feeling relaxed, are we?"

- I've been trained. (Neutral)
- Deep down, I'm praying. (Law)
- I'm not afraid to die. (Chaos)

In the following scenes, a mission will be added to the log, as well as a document about the Mission Log.

- Document: Mission Log
- Mission: Engineering SOS

Read them if you wish, and talk to the crewmember at the Command Room if you wish as well. You can save, too. After you're done, Move to the Deck.

More scenes will commence and you'll receive the Demon Summoning Program, and be sent into battle automatically with unknown enemies.

Simply use your Gun's regular Gunshot attack a few times to win the battle, since it hits all enemies. Note that when you meet any new regular enemy, they will always display as unknown like in this battle.

The "Engineering SOS" Mission is complete after the battle.

After this, more scenes and a new Mission added.

- Mission: Sickbay Trouble
- Document: Demon Summoning Program

When you regain control, your next objective is to head to the Sickbay part of the ship. Go to the Lab first, though, and Crewman Chen will give you [Medicine x5]. Plus a new document. Heal yourself up and head to Sickbay.

- Document: Demonica Display

Another battle takes place here, with yet more Slimes. Gun them down the same way you did the last time. Your DEMONICA should level up here.

The statistics are automatically assigned, unlike previous SMT games where you had a choice of where to distribute them. The Sickbay Trouble mission is now concluded, as well. A new document is added, too.

- Document: Demon Analyze / Unknown Demons

Yet more scenes! And another main Mission added.

- Mission: Missing Crewmen

When you've gained control again, it's time to actually begin exploring the Schwarzwelt. You can now use the Sickbay to be healed, and go to the Lab to restock on items-- Crewman Chen will give you [Medicine x10] right now.

Head to the Deck to begin the next part of the game. You can now choose to enter Antlia, the first sector of the Schwarzwelt available to you. Do so by selecting "Disembark" here at the Deck and then select Antlia.

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Walkthrough: Sector Antlia [SJ_WALK-ANT]  
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> Antlia

Items	Demons
• Chakra Drop x1	• Divine Angel
• Revival Bead x1	• Divine Archangel
• 500 Macca	• Yoma Koppa Tengu
• Agilao Stone x1	• Flight Tangata Manu
• Revival Bead x1	• Raptor Onmoraki
• Chakra Drop x2	• Raptor Itsumade
• Patra Stone x2	• Fairy Pixie
• Bufula Stone x1	• Beast Kaso
• Revival Bead x2	• Jirae Knocker
• 1000 Macca	• Jirae Hua Po
	• Jaki Gremlin
	• Vermin Okiku-Mushi
	• Fallen Melchom
	• Brute Oni
	• Night Sandman
	• Spirit Dybbuk
	• Spirit Poltergeist
	• Foul Slime
	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Genma Hanuman (Enemy Search B)
	• Reaper Mot (Enemy Search C)
	• Kishin Takeminakata (Enemy Search A / B)
	• Kishin Thor (Enemy Search C)
	• Enigma Kinmamon (Enemy Search B)
	• Enigma Kangiten (Enemy Search C)
	• UMA Mamedanuki (Enemy Search A / B)

Note: Enemies marked "Enemy Search ..." can only be found when you have acquired the matching lettered Enemy Search DEMONICA function.

- Antlia 1F

A new Document will be added. It'll tell you the controls to navigating in the 3D dungeon field.

- Document: Field Controls

Most directions I give in this Walkthrough are based on Compass directions. North - East - South - West. Learn them if you don't know them. Seriously.

Head north to meet a Strike Team member who will give you some more info on basic knowledge you need to play the game, then head north through the door

to automatically enter a battle.

Here, in this battle, the Pixie will teach you about Demon Negotiation. This isn't like a real negotiation, she's just a friendly demon teaching you the ropes. Ask her to be your demon when the choice appears. She'll tell you about the kinds of things demons will ask for in negotiations. She'll also tell you about how alignment affects negotiations. Finally, she'll tell you about negotiation with unknown demons.

She'll ask if she can be your demon, so there's no reason to not accept her. Fairy Pixie will join you. Make sure to go into your DEMONICA menu and add her to the active party. She'll send you a document about all of this, too. Make sure to recruit all of the demons you can from now on. You'll need them.

- Document: Demon Conversation
- Document: Summoning Demons

Make sure to summon her in Party -> Summon before you continue. You'll have someone to heal you and do some extra damage. Quite useful!

Now you can begin exploring the dungeon. To the west of your immediate location is a treasure box with [Chakra Drop x1]. Back east and then south of the door you entered this area from, you will find Crewman Irving at the dead end and he'll head back to the ship's Lab.

West and north of the entrance door in the main part of this area at the door you will automatically enter a battle where Demon Co-Op attacks are explained. After you win, you get a new document.

- Document: Demon Co-Op

Head west through the door beyond where that battle was fought and you'll meet a Strike Team member who'll send you more info about Demon Analysis. Go west from there and meet a Crewman. Choose to save them, and win the easy random battle. It's Crewman MacCleary and he'll send you a document about moon phases.

- Document: Moon Phases

In the north end of this room is a treasure box with [Revival Bead x1]. Grab it and head back into the main entrance room, then take the door in the north end of the room. In this area, you find another crewman, Muccino.

Navigate west, then south in the hallway to the dead end, and turn west to open up a treasure box with [500 Macca]. Now head back into the main part of the room and to the east side and find a small path heading south to some ice boulders and another crew member, Maebe. Choose to save her from the demons, and win the battle. The Missing Crewmen mission will now be completed.

Head out of the dungeon via the way you came in to get back to the ship, as Commander Gore asked. You can't do anything else here anyway as the odd doors with the markings on them can't be unlocked as of yet.

A new mission will be added inside the ship:

- Mission: Rescue Jimenez

If you talk to Kato on the deck, he'll give you an alignment altering question...

"Should I stop him?"

- Rules are rules. (Law)
- There are exceptions. (Chaos)

Save your game and head over to the Sickbay to heal up. Then go to the Lab if you need more Medicines. It'll cost you now, though. Next, head back out into Antlia via the Deck. In Antlia, you'll meet Commander Gore who's now part of

the Strike Team. He'll mark a spot on your map.

To get to it, we'll need to do some navigation. Head on over to where you saved Crewman Maebe at the ice boulder wall. Commander Gore and the Strike Team will blow it up, revealing more area to explore. After the scene, head south and then at the first fork, go all the way east to reach a door with an emblem on it. It is a terminal. Enter it. You can save your game here, or teleport out of the dungeon. Useful.

North of the terminal is nothing but dead ends for now, so you'll need to head south of it and take the south-east path. At the southmost point here you will find a Heal Spot, at which you can pay Macca to heal your party. It costs the same amount as the Red Sprite's Sickbay it seems.

East of the Heal Spot's location is the spot that Commander Gore marked on the map. Before you go in, however, you may want to be level 5-6 with a full party of 4. Fire spells are a plus. A party with Pixie, Knocker, and Tangata Manu as your demons will suffice. In fact, I believe all of the other demons you can encounter up until now are Dark aligned and thus you'd have to be a pretty lucky skunk to have any of them in your party. Once you've got your party assembled and ready, go save your game at the terminal and then head to the door right before the marking on the map. Of course, make sure to use the Heal Spot on the way there. Enter the door.

Scene where Gore gets his ass kicked later, and it's time for the first boss of this Strange Journey, Orias of the Fallen clan.

< Boss: Fallen Orias >

[HP: 250 / MP: 130]
> Wk: Fire / Nu: Expel, Curse <

This is a very straightforward battle. All Orias can do is attack you, and although he hits fairly hard, you will be able to outheal any damage he can do to the Main Character with items or the Pixie's Dia spell.

Your main source of damage should be the Fire Shot gun attack from your Main Character and the Pixie's Agi spell, both of which will trigger Demon Co-Op attacks from all Neutral aligned characters in your party. That being all but Tangata Manu, who is Law aligned.

Knocker and Tangata Manu can just use normal attacks or Tangata's Needle Rush skill. It doesn't matter much though since neither will really contribute much damage. Simply slug it out with Orias and heal via Medicines with the MC or Dia from Pixie when needed.

If you're level 5-6, this'll be cake and over in no time.

You'll get [Lemegetonite] after the battle, and the Rescue Jimenez mission has now been completed. Your Lemegetonite will automatically be taken for Crewman Irving to analyze during the scenes. You'll also get an alignment question from Jimenez.

"Tell me, what's it gonna be?"

- I'm sticking it out. (Law)
- I'm out of here. (Chaos)

A new Mission will be added, issued by Arthur.

- Mission: Engine Restoration

After the scene, talk to the various members in the areas of the ship if you wish and heal up. Blair on the Deck can tell you more in-depth info about Demon Co-Op. Then head into Antlia once again.

Make your way to the save terminal near where you fought Orias, and

from it head north and follow the path east to come to where the wrecked ship was. Basically it is on the other side of the ship from where the Orias battle took place. It's the wrecked Blue Jet ship. A scene will take place here if you choose to search.

In the scene you'll get the Tokamak Motor and CU Terminal. Once again, head back to the base ship, the Red Sprite. The Engine Restoration mission is now complete.

When you regain control, head into the ship's Lab. Your DEMONICA will be upgraded with the Forma Search A ability. Documents will be sent to you about this all, as well, and a new main Mission.

- Document: Forma Basics
- Document: Main App
- Document: Forma Search
- Mission: Collect Rare Forma

Forma is basically materials used to make new things.

Talk to Crewman Chen to learn more about the whole deal. Next, save your game, heal up and head back into Antlia once more.

Upon entering, you'll meet a generic Strike Team member and get more info about the Forma Search function you'll need to use for this mission. Review any materials and then continue on.

There are two ways to get the Forma. Killing or negotiation with demons, or by picking them up on the Field with Forma Search. All you can do is explore areas you've already been to and look for Forma. That's the basic mission right now. Their locations are random, so just walk around the floor and pickup what you can. You'll want to find Forma until you stumble upon a rare one named [Feather Flock]. Irving will then request you bring it to him.

Back at the Red Sprite, head into the Lab. The mission Collect Rare Forma is now completed. Irving will give you the [Unlock A] App. You can now unlock some of the doors with emblems in the dungeon. You'll get a document about Sub Apps and be called to the Command Room by Arthur.

- Document: Sub Apps
- Document: Unlock

A scene will play and you'll get a new mission. The Demon Fusion function is now available, as well. And a question from Jimenez about what you think about demon fusion.

"Think you'll have fun with fusion?"

- Yeah, I can't wait to start. (Chaos)
 - I'll use it if I need to. (Neutral)
 - You should be careful. (Law)
-
- Mission: Energy Signature Investigation
 - Document: Demon Fusion Fundamentals

Visit the Lab for possible new items from your collected Forma, including equipment and Sub Apps. The following Sub Apps will now be available:

Hyakutaro, Hiroemon, Lunatic, Relax Spray.

If on a New Game+, these will also be available:

Red Carpet, Frost Icon, 7-Card Hand, New MegaTen.

Save your game and do your basic maintenance stuff then head back into Antlia.

The Unlock A app will let you unlock the doors with the green markings on them.

Take the path west from the entrance room and unlock the door in the southwest part of the floor, and head through it. This is a fairly linear path that leads to a dead end with [Agilao Stone x1] in a treasure box in a large room. Head back now.

Take the door in the northwest. Not the northmost door as that has a yellow symbol and can't be unlocked yet. It's just a loop around to a one-way door to an area you've already been, but you might find Forma here.

From the terminal near Orias, which you should save at and note that you can now change Sub Apps at a terminal, head north and unlock the door there.

It leads to stairs down to the second floor.

- Antlia B1F

A new floor, with new demons. Head west and at the fork you'll hit an event. A Fairy will request you give her a Bead since she's all beaten up. Accepting will open up an EX Mission.

- EX Mission: The little injured faerie

From now on I'm going to simplify directions excepting the case of things like teleport mazes, dark areas or other things that are just not easy to navigate.

The south path at the fork leads to a door. Go through. There's a Heal Spot in the northwest part of this room, a terminal in the northeast, and a bunch of locked doors scattered all over. Behind each of the doors, the appearance of the dungeon changes and stronger enemies are found. Proceed with caution.

Take the eastern door to begin. It's a linear pathway which you may find some Forma in, but nothing of note. Back at the big room, take the south path. You can find a Strike Team member on this path who will send you a document. North side of this area has a treasure box with [Revival Bead x1]. The east-most part has stairs down, so work your way west. You can meet another Strike Team member there who will tell you more about fusion and the compendium function.

- Document: Raising Demons / Demon Sources
- Document: Demon Compendium
- Document: Using Demon Sources

Oh, and another terminal just beyond him. In the west end is more stairs heading down, so just explore the rest of this area. You'll find a treasure box with [Chakra Drop x2] and probably more random field Forma. Get back to the entry room with the Heal Spot and explore the west now.

You'll find a treasure box with [Patra Stone x2] in this area, and otherwise this is a dead end area. You now have two choices on how to proceed... Down the stairs in the southeast or southwest parts of the floor.

I'd recommend the southeast for now.

- Antlia B2F

The East end is literally a dead end in which you can find a dead Strike Team member and maybe a random Forma. Head back up to B1F and take the western side stairs down this time.

You'll immediately be presented with a fork, doors east and west in this new area. Take the west for now. You can find a Sandman demon here which will give an EX Mission.

- EX Mission: Sandman's backup bag

Now go back and take the east doore You'll run into a fixed battle with a Brute Oni. Nothing you can't handle. He does mention a Master Morax, however. After you win, a Strike Team member shows up and gives you some random Forma, [DF Antlite x1] and [Jaki Bolt x2].

Continue on to reach a fixed battle with a Fallen Melchom and Brute Oni.

No swag for winning this time, but you can continue on past them into the door. South of there you'll find a treasure box with [Bufula Stone x1]. Another fixed battle awaits further in, versus Brute Oni with Beast Kaso and two Fairy Pixies. Continue on afterwards.

You'll reach an area where a powerful demon is detected. A Strike Team member will send you a document with a demon password. Make use of the Heal Spot in this room, and the Terminal. Save. Unfortunately, the Strike Team member's demon is utterly worthless. Try the one I listed below if you need a healer for your team.

I recommend you explore the outlying areas to find [1000 Macca], and [Revival Bead x2] in treasure boxes. Fuse up and/or recruit some demons that are around your main character's level for the upcoming boss, which is just obviously beyond the northern door.

Ideal equipment is the Andersen gun and Ancient Vest, if you've got the forma for it.

Here are some password demons for the boss, if you're having trouble.

```
---
-----
> Law <
-----
```

Yoma Koppa Tengu [10]	Divine Angel [10]	Avian Hamsa [10]
-----	-----	-----
0nAEspuAAZbkAYij	AeU9WGd5\$YC40m0p	PKk8utD8MnN4CqD3
BYqhhTm9sefw8Yfw	\$bk3DmKbKmAemFH	iLSJJskJxSb4GqEB

```
-----
> Neutral <
-----
```

Jaki Ippon-Datara [10]	Jirae Hua Po [10]	Holy Heqet [10]
-----	-----	-----
G5iVHzr5JKTZHqVM	6Q3fAAWs\$XGGX7Ga	a0%aPf\$Ur0Yyb23\$
HPRdvC3c6xz2JaSb	Hx0XBY6en3GaDYGj	DvoKY0UyV0QfL0GD

```
-----
> Chaos <
-----
```

Fallen Melchom [10]	Night Sandman [10]	Night Lilim [10]
-----	-----	-----
NxfyytxQE8jkVtT8	3v7v8D-OYDiUcPoN	FuYb7emHNEBgb2c0
VkHu0dvgUbfvXdwp	dLs0QP80ukWvMPb+	g0oSf0%KjBrqF0pv

Beyond the door is the next boss, once you're prepared. He'll ask you a question before the battle.

"Aren't demons the real heroes?"

- You have a point. (Chaos)
- Not at all. (Neutral)
- Both races are wrong. (Law)

Then you will have to fight.

```
-----
< Boss: Tyrant Morax >
-----
```

[HP: 700 / MP: 9999]

> Wk: Ice / St: Gun / Nu: Expel, Curse / Rf: Fire <

Morax uses Maragi often, so you may wish to de-equip the piece of armor that gives the Main Char a weakness to Fire as that's just going to end up causing you much pain. Other than his Maragi, he uses a spell called Gehenna which can cause the Fear status effect to any member of your party. Fear can cause a loss of a character/demon's turn or make a demon return to the stock and need to be re-summoned.

He can also use some semi-powerful phys strikes "Lunge" a single target Phys, and Horned Rampage, a random target, possible multiple hitting Phys... but these aren't much of a threat compared to the former abilities.

If you're having trouble, summon up the password demon above and use its Sukukaja to help your evasion/hit rates. Jack it up to +4 since early bosses including Morax don't know Dekaja.

The password demon can also heal. Having another demon with Media could help, as well, but probably unneeded.

You could use Ice attacks if you've got a same-alignment team for offense, but chances are you don't and if you do they don't have ice attacks unless you've been doing way too many fusions up until now. He's not very difficult, anyway. I just used non-fire elemental attacks and my regular attacks from the main character while using Cursed Lance sword that hits twice. Morax only has 700 HP.

Just be around level 10-11 with level 8-11 demons and recent equipment and it will not be a problem to win this fight so long as you don't go in as Weak to Fire or something stupid like that.

- Tyrant Morax fusion is unlocked.

You'll also get the [Brass Horn] key item and [Energy Mass] key items.

You'll automatically return to the Red Sprite afterwards.

The main mission Energy Signature Investigation is now complete.

```
-----
\                                     /
  Walkthrough: Sector Bootes                [SJ_WALK-B00]
/                                     \
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```

Story events time. A new sector of the Schwarzwelt has opened up. Bootes is now selectable from the Deck menu.

And the new main mission:

- Mission: Bootes Monitor Duty

You'll now be able to hold 10 demons in stock at once. Williams in the Command Room will give you additional info about Demon Fusion if you talk to him.

Over at the Lab, Irving will turn the Brass Horn into new Sub Apps you can purchase. They are...

Presenter, Light in Hell, Extra Item, Extra Macca.

Chen can give you additional documentation on Apps.

Talk to Dent on the deck and you can get an EX Mission.

- EX Mission: Killing time I

Talking to Blair on the deck will give you more info about demon analysis and sources. Go into the Bootes Sector.

> Bootes

Items	Demons
• Dis-Charm x4	• Divine Principality
• Revival Bead x2	• Flight Harpy
• Muscle Drink x1	• Flight Gu Huo Niao
• Bead Chain x1	• Yoma Vodyanik
• Sleep Harpe x1	• Nymph Apsaras
• Chakra Drop x3	• Fairy Goblin
• Dis-Strain x4	• Fairy Jack Frost
• Ma Incense x1	• Fairy Pyro Jack
	• Beast Katakirauwa
	• Snake Naga
	• Wilder Jueyuan
	• Jaki Ippon-Datara
	• Vermin Ubu
	• Fallen Bifrons
	• Brute Azumi
	• Femme Acheri
	• Femme Leanan Sidhe
	• Night Lilim
	• Night Fomorian
	• Haunt Preta
	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Reaper Mot (Enemy Search C)
	• Kishin Takeminakata (Enemy Search A / B)
	• Kishin Thor (Enemy Search C)
	• Tyrant King Frost (Enemy Search B)
	• Enigma Futotama (Enemy Search B)
	• Enigma Kangiten (Enemy Search C)
	• UMA Chupacabra (Enemy Search A / B)

- Bootes 1F

Look out for the red floors when proceeding, they will damage your party when you step on them, so avoid stepping on them except when you need to in order to proceed. Southeast of the entrance you can find and talk to a friendly demon Melchom who will offer you an EX Mission.

• EX Mission: Melchom's task I

Explore the open areas and note the "portals" at some dead ends where you can examine walls that you can't open. In the southeast you can meet a Karasu Tengu who has an EX Mission for you as well, to find Koppa Tengu. Go ahead, do him a solid if you're bored.

• EX Mission: Long nose in the air

In the same general area of that Karasu Tengu you'll be able to meet three demons named Dis on the field. If you talk to all of them they'll give you a new EX Mission if you accept. You don't have to go to where they want now, but you can't die from this even if you do. You'll even get a free accessory and a full heal for your party for accepting this and it opens up an EX Mission later on in the game.

• EX Mission: The madness of Yggdrasil

In the southwest area you'll find a generic Strike Team member who'll tell you about the Records menu and send you a document about them.

• Document: Records

North of that location, you can launch a Signal Beacon that Arthur gave you earlier.

Now in the northeastern end of this floor you can find a terminal and the second launch spot for a Signal Beacon.

The main mission Bootes Monitor Duty is now completed, and Arthur requests that you return to the ship. Before you do, make sure you fully explore the areas available and get the rare Forma [Release Jewel]. It's found in a small room in the very northeast end, north on the map of where you launched the second Signal Beacon. Return to the ship to continue the story.

A new mission will be added in the ship.

- Mission: Emergency Signal Inquiry

Head on over to the Lab to give Irving the Release Jewel, which will add the new App [Gate Search A] to your DEMONICA. This one lets you go through some of the gate portals at the dead ends inside Bootes. The ones you cannot access are of course for different gate search types.

- Document: Gate Search

Save your game and do your usual ship stuff then head back into Bootes. You'll note when exploring that Crewman Norris is acting weirdly. The portals are basically another type of door. When you run into Norris in the central part of the floor, a new main mission will be added, as well.

- Mission: Search for Norris

Directly north of where you met him is a portal which leads to the "Palace" area he was talking about. It's of course another area which the appearance and enemy lineup changes. The other portals in the area you can open are just shortcuts and empty rooms. Map out the one in the southwest though as an EX Mission takes place there and it's good to have map knowledge in that EX Mission.

You'll now want to explore the palace area. It's full of damage floors so try to take the paths that have the small 1 tile damage floors to pass rather than 3 to 5 in a row. The northwest part of the floor has a heal spot while directly north of where the Terminal is you can find some stairs going up and an inoperable elevator.

The Heal Spot should help you map past all of those damage floors. Once you have explored all you can, the only way to go is up those stairs.

- Bootes 2F

With your first step north you'll reach something you can examine, something on the floor which says "Take the long road." What does it mean? Well, there's pitfalls on this floor. Annoying, yeah. It means you should take the longest paths to get to your destinations.

The direct south path is a pitfall, southwest a dead end, and the southeast will lead to a terminal and the way forward. Next, take the east path going north, as the west one is shorter and a pitfall. After the two doors ahead, you'll find a treasure box with [Dis-Charm x4] in it. The next fork in the road, take the east to get a box with [Revival Bead x2] and then take the north path which leads west to stairs up, and go up the stairs.

- Bootes 3F

Another floor, different demons, etc. First order of business is to go around the west path here. The center one is a pitfall leading to 1F which means you have to backtrack, and the east one has damage floors. Going through the door on the other side will have you teleported to 4F during a scene.

In the center of this room is a human, one of the DEMONICA wearing investigation team members from another ship. Talk to her. It's Zelenin. The main mission Emergency Signal Inquiry will be completed. The northeast part of this room has a portal you can unlock to reveal a door. Go through. You'll be sent back. After that, examine the north wall one tile west of that

door. Now talk to Zelenin again. Another scene, and you'll be teleported to 8F. Now you'll be forced to go through the door in the north as the demon next to the stairs won't let you pass.

Inside, a scene with Mitra, the demon leader round these parts. During the scene, you'll be given the [Luxury Bell] and transported back to your ship. The question responses don't seem to modify alignment. A new main mission will be added during the scene on the ship.

- Mission: Rescue Zelenin

Re-enter Bootes. After the scene, head back into the palace. Inside the palace go to 3F once more. You'll now be able to pass the point where you were teleported away before. East of that door is a box with [Muscle Drink x1]. Grab it and continue on this linear path, reaching a box with [Bead Chain x1] before you keep on the path, leading to the stairs up to 4F.

- Bootes 4F

There's a terminal in plain view almost immediately after you get onto this floor. Use it to save. Continue down the path to reach a scene where you talk to Zelenin from the other side of the door to the room she's in.

A demon will show up and drop you in the room adjacent to where Zelenin is held. Simply examine the human corpses in all corners of the room, then go to the center. During the scene, Norris will be experimented on by the demons and you will have to fight him.

You'll get a choice before the battle...

> What will you do?

- Go and save him. (Neutral)
- Keep watching. (Chaos)

If you try to save him, you'll take damage before the fight begins.

< Boss: Foul Norris >

[HP: 650 / MP: 293]

> Nu: Expel, Curse <

Very easy fight. His first name definitely isn't Chuck.

If you have some demons with skills like War Cry it'll make it even easier. Norris has the Stun Claw ability which can inflict the Paralyze status ailment which will reduce your character's effectiveness, and he has several multiple/hit all physical skills.

Just pound away on him and heal when you need to. He may blow himself up at low HP, causing a small amount of damage to the entire party. Just make sure your main character's HP never gets too low.

After the fight, the main mission Search for Norris has been completed. Head through the south door to Zelenin's cell and then explore Zelenin's cell to trigger another scene and meet a major character, Mastema. Search the rest of Zelenin's cell and Mastema will create a pit in the northwest corner. Use it to drop down to 3F, and then follow the path on 3F to reach a pit to 2F. From 2F, you can move a tile to drop down to 1F where you'll meet Mastema again. Now after the scene, heal up at the nearby Heal Spot and leave the dungeon back to the Red Sprite. Mastema will give you the rare Forma [Chiasto Mirror] before you go.

On your way out you'll have to fight a boss, Macabre.

< Boss: Spirit Macabre >

[HP: 800 / MP: 360]

> Nu: Expel, Curse <

He'll pretty much only attack with Physicals, but he can use one named Blight which can cause the Poison status ailment. If you have any decent demon that knows Posumudi, you should use it. Otherwise, if you have demons with buffs/debuffs, make sure to use them as well.

The only major danger in this fight is really having your entire team poisoned, so having Dis-Poisons and/or Posumudi casters is really a must here since poison damage can and will do as much damage as you can heal per turn with Media.

When you win, get back to the Red Sprite via the terminal or walking or however you like to get around.

In the ship, you'll get another story scene. The main mission Rescue Zelenin will now be complete and you'll get a new function for your DEMONICA, [Enemy Search A] plus a new mission.

- Document: Enemy Search
- Mission: Bootes Rosetta

Enemy Search allows you to find hidden enemies which are enemies you can't normally meet. They're generally tougher and worth more Macca, and drop nice or rare items and Forma you can't get elsewhere.

Back in Bootes, head up to 4F. At 4F, save at the terminal and head down the hall to meet the previously invisible demon that's been messing with you ever since you arrived in this sector of the Schwarzwelt.

It's a Night Fomorian. Walk up and inspect the Enemy Search reading without going past it begin the battle with it. It's weak to Wind, and is pretty easy to kill. Past the door beyond where that battle took place, you'll have two choices, west or east. West leads to a pitfall, while east leads to a switch on the wall which activates the elevator, and stairs down to 3F.

It leads to a small area. If you inspect the north wall on the east side, you can find a hidden portal you can open and go through, leading to a larger area full of damage floors. In the southwest of this area is a pit leading down to 2F, where you can find a box with [Sleep Harpe x1] and a way back to previously explored areas of 2F.

By the way, if you talk to the Hariti demon near the damage floors in the damage floor room during the Full Moon, she offers an EX Mission.

- EX Mission: That unforgettable taste...

Back on 3F in the room with the damage floors, the north end has some stairs going up to 4F once again. On this part of 4F, avoid the east path and follow the west path until you reach a fork, south of which is stairs up. Just head north to fall down and mark up some more of 4F and then drop down to 3F damage floor room. Maybe you'll get some forma.

To continue, get to the elevator and ride it up to 4F. Preferably go heal up on 1F first. In this area of 4F, continue along until you activate an event with Jimenez. Jimenez will take out a Fallen Bifrons in an automatic battle you watch, then you'll meet Bugaboo who becomes Jimenez's demon.

> What will you do?

- Talk to him. (Chaos)
- Finish him off. (Law)
- Leave. (Neutral)

You can find stairs up to 5F beyond where this event began.

- Bootes 5F

Explore what you can and then head up the stairs in the southeast.

- Bootes 6F

There's a terminal at the first west. In the northwest, there is a Strike Team member that will give you [Chakra Drop x3]. Head up the easily visible stairs afterwards.

- Bootes 7F

On 7F here, there's a Heal Spot to the east of where you enter the floor. Explore what is readily apparent though there is a pitfall in the South central area which will cause a bit of backtracking. From the second door upon entering this floor, go west in a hall until you hit a wall and you'll find a portal to clear for a door. Go through it and search the south part to find a switch on a wall to fix another elevator, this one on the part of 5F you can reach via the elevator.

Afterwards, go north and loop around to find a way down to another part of 6F.

- Bootes 6F

[Dis-Strain x4] in a box can be found in the northwest part of this area, and a terminal in the west. You can find stairs down to a small part of 5F which contains [Ma Incense x1] in a box. Back on 6F, you can access the elevator you just fixed. From that elevator, go up to 7F.

- Bootes 7F

Near the dead end in the north, look for a portal on the west wall to open up a door. Through that door you can find a terminal and stairs up. The stairs up lead to where the next boss is, so if you'd like to explore / level up more, go back to the elevator and take it up to 8F.

A demon, Halphas, on this floor, will offer an EX Mission.

- EX Mission: A sport for gentlemen.

This rewards the UMA's Ball key item.

Low 20s with similar-level demons should be good enough for the next boss. Don't be weak to Ice, either. Green Vest and Alabaster gun are ideal equipment for your main character.

Here are my password demons for this upcoming boss.

> Law <

Yoma Vodyanik [19]	Raptor Moh Shuvuu [19]	Divine Power [19]
-----	-----	-----
\$r00U527Ua8AGC86	qWJYPeZ4#qM45Q#B	Hfs%b0+F8WEAoncF
%y0MJ82%gLnqBK\$3	WNw33A-BiAiwH9EM	BgU8ru-oZiw+kuzV

> Neutral <

Fairy High Pixie [19]	Fairy Jack Frost [19]	Wilder Raiju [19]
-----	-----	-----
xivXx5VcbE0aOkQt	R%j6S8TBHSAh9sCN	4nTBVKNEHppwKs2b
0iBe0qBMvf+YT-0U	gW2U9k0dKpjdOMEA	m5HDHQrr05E6maL2

> Chaos <

Tyrant Morax [19]	Brute Momunofu [19]	Femme Leanan Sidhe [19]
-----	-----	-----
rqhBWSHTtyb\$3+Dv	WuqAc0yFzeAAwvgF	nELsD-uNCxq#4pe#

Head up to 8F and through the door to meet the next boss when ready.

< Boss: Tyrant Mitra >

[HP: 1200 / MP: 9999]

> Wk: Wind / St: Gun / Nu: Ice, Expel, Curse <

He has around 1200 HP and can use Mabufudyne (Ice) and some Phys-type attacks, as well. Explosive Fist -- a medium single target, and Rampage, a random target that can hit multiple times.

Yes, he uses Mabufudyne, which is a top-tier ice damage spell.

Nobody better be weak to Ice or they're just going to die.

Aside from this, he has two special attacks.

Waking Dream, which causes some damage to all and a sometimes causes Strain status that'll cause the target to lose a small amount of MP each round.

Light of Order which is NOT Expel or Curse based, and has a 100% chance of effect-- it will never, never miss either. It kills a demon.

If you have anything you can use to lower his attack such as War Cry debuff or Tarunda, go for that. Debuffs are better than buffs here due to the possible insta-kills on your demons. Just revive any demon who dies with a Revival Bead and resummon them. He cannot remove buffs or debuffs at all, so push them to +4/-4 if you're using them.

If you've debuffed his attack, you can easily heal with just Media.

He's not very difficult, but do try to go on the offensive early so you won't run out of MP on your healers due to Waking Dream's status effect.

You might also try putting a demon that reflects Ice in your party such as Jack Frost, but Jack Frost may be a little too low-level and weak and may get destroyed by Mitra's physicals.

• Tyrant Mitra fusion is unlocked.

You'll get the [Stone Fragment] key item for victory, and the item [Rosetta: Boo]. You will then be automatically returned to the ship. The main mission will be concluded.

During the scene, you'll travel to the third sector, Carina.

\
Walkthrough: Sector Carina [SJ_WALK-CAR]
/

A new Main Mission will be added.

• Mission: Graviton Radio Recovery

The number of demons you can carry is now 12, as well.

Williams in the Command Room has new fusion info for you.

• Document: Applied Demon Fusion

Over at the Lab, Chen has new documentation for you as well, and the Stone Fragment from Mitra becomes some new Sub Apps...

Enemy Begone, HP Regen I, Fracastoro, Gambler.

- Document: Forma Type

Dent at the Deck will give you an EX Mission.

- EX Mission: Lurker in the toilets

If you complete that one, you can get another EX Mission from Dent.

- EX Mission: Black box retrieval I

If you head to Antlia, you can also pickup a new EX Mission from a Strike Team member right near the entrance.

- EX Mission: Blue Jet Reclamation

Enter Carina when you're done with all of your business.

> Carina

Items	Demons
• Knockout Gas x3	• Divine Power
• Muscle Drink x1	• Yoma Karasu Tengu
• Bead x2	• Raptor Moh Shuvuu
• Mental Drink x2	• Wood Shan Xiao
• Chakra Pot x1	• Fairy Silky
• Sacrifice x1	• Beast Inugami
• Soma Drop x1	• Beast Nekomata
• Revival Bead x2	• Jirae Sudama
• 3200 Macca	• Jirae Dwarf
• Amrita Soda x2	• Snake Nozuchi
• Bead Chain x1	• Wilder Raiju
• Vi Incense x1	• Vermin Myrmecolion
• Lu Incense x1	• Fallen Halphas
• Tetraja Stone x2	• Brute Momunofu
• Chainsaw x1	• Brute Yamawaro
• Mental Drink x1	• Drake Zhu Tun She
• Soma x1	• Spirit Macabre
• St Incense x1	• Spirit Inferno
• Chakra Drop x3	• Foul Doppelganger
• Bead x2	• Haunt Mou-Ryo
• Summon Stone x1	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Reaper Mot (Enemy Search C)
	• Genma Tam Lin (Enemy Search A / B)
	• Kishin Thor (Enemy Search C)
	• Fiend Matador (Enemy Search A / B / C)
	• Enigma Kanbari (Enemy Search A / B)
	• Enigma Kangiten (Enemy Search C)
	• UMA Kuda (Enemy Search A / B)

- Carina 1F

[Knockout Gas x3] can be found a bit northeast of the entrance, and [Muscle Drink x1] in one of the corridors south of there. Far in the northeast is a Heal Spot and an elevator you can take to 4F. South of those, through a door, you will meet Mastema again. There's an alignment choice associated with this meeting.

"Do you recognize me now as different from those demons?"

- I trust you. (Law)
- You do seem different. (Neutral)
- I can't just yet. (Chaos)

Head south from this location and you will find stairs up and then stairs down

right next to them. Go down. You'll be in B1F.

- Carina B1F

A short scene plays where Arthur announces he's found the missing ship. He'll mark your map, and Jimenez will comment that he's in the area but that there's "dark areas he can't see in". Dark areas! Joy.

Once you step through that first door, you will be in your very first darkened area. You must rely on the sounds that you make on impacting with walls to guide you.

In this dark area, head north as far as you can, east as far as you can, 3 tiles north, then go west and enter the door. Grab the box with [Bead x2] in the north end of this hall then go back into the dark area. Head east as far as you can, then north as far as you can, then west, then north, then east two tiles.

Consider this a small intersection, north then east will lead to a small room where you may find a Forma or something. Back at the intersection, go east two tiles to reach a door. Inside here, you can find a terminal to your east.

From the terminal, go south into the dark area, and west as far as you can then south as far as you can and through the door. Here, you'll find a Friendly Jack Frost with an EX Mission. Be a bro and help fulfill a dark hee-ro's destiny here when you can. It's worth it.

- EX Mission: The snowman's revenge

Beyond the Jack Frost, a box with [Mental Drink x2]. Head back to the terminal area, and from the dark room's entrance from the terminal, go west one tile then south as far as you can and enter the door. From here, just take the south door to reach the map marking.

A scene plays here, and it seems a demon sort of "fused" with the Elve ship. "Horkos" who looks suspiciously like a series demon, Orcus. You can't do anything yet, so leave this floor and go visit Mastema on 1F. A new mission will be added when you accept his request.

- Mission: Mastema's Request

You need to get a Wilder and a Megami demon to Mastema for this next part.

The Strike Team member near Carina's entrance literally both tells you how to fuse their clans AND gives you passwords for them, they are...

Megami Hathor -----	Wilder Jueyuan -----
Nymph and Angel harem	Beast and Snake tangle

Yes, those are ACTUAL passwords. Don't forget the spaces.

They'll summon up the lowest level Megami and Wilder demons.

When you have a Wilder and a Megami demon in your stock, return to Mastema. Hand the demons over and he'll transform them into the [Shibboleth]. Take the Shibboleth to the Lab on the Red Sprite. You will get the [Horkos Buster] key item.

Take it into Carina and go to where Jimenez and Horkos are. Choose to fire it at Horkos, and after the scenes go up to 1F where Mastema previously was. Horkos is there now. Fire it once again. You'll get [Chakra Pot x1], [Sacrifice x1], and [Findite]--a rare Forma. Horkos gets away again though.

Take that Forma to the Lab on the Red Sprite. Your DEMONICA will now have its unlock ability upgraded to [Unlock B].

With unlock B, you can revisit Antlia and Bootes to do some stuff. Do it if you want or just skip down to the part where Carina carries on.

- Antlia

After getting the Unlock B upgrade in the Carina sector, you can unlock the door in the north part of 1F here.

If you did EX Mission "The injured little fairy" earlier, you can find a High Pixie here who will give an EX Mission line to you, starting with...

- EX Mission: Faerie land establishment I

There are also other colored locked doors but you cannot open them yet.

- Bootes

After getting Unlock B, you can unlock the yellow doors. [Bead x1] and [1500 Macca] behind a door in northeast 1F, outside the palace. In southeast 1F, you can meet Dionysus, who will give you an EX Mission.

- EX Mission: Death distilled

In the southwest part of 1F where I said it was good to map out earlier, you can now meet up with Strike Team members for an EX Mission. However, you will have to fight a Fiend if you do this. He is stronger than the area boss of Bootes and has instant death curse spells as well as a fear status spell. He's weak to Elec, but if you go back there like halfway through Carina he shouldn't be much harder than a regular hidden enemy in the Carina sector.

- EX Mission: Escape plan

To complete this mission, take the following route: Right, Left, Back, Right.

You will then have to fight Fiend David. You get [Death Omen] as a reward. It'll make a Sub App Fiend Converter for you to fuse Fiends with back at the Lab when you take it back there.

[Summon Stone x1] is behind a door on 4F's east side.

5F's east side has [Sacrifice x1].

5F's west side has [Bead Chain], and [Ag Incense x1].

- Carina

Back in Carina, you can and should now explore the other floors and behind some of the yellow taped doors you can now open. [Soma Drop x1], [Revival Bead x2], [3200 Macca] can be found behind the 1F east door, as well as a terminal and some stairs up. 4F via the south stairs in 1F gets you [Amrita Soda x2]. 4F via elevator just has a terminal and a gate portal that can't be used for now.

Go up the stairs to 2F in east 1F.

- Carina 2F

At first it may seem you can't do anything on this floor either, but west of the heal spot, on the south wall, look for a portal. You can go through there once you reveal it. Horkos will be in the small room beyond.

Fire the Buster at him again to get [Bead Chain x1], [Vi Incense x1]. Horkos will flee again, this time to a room just east of there that you can already access. Fire it once again at Horkos and you'll see scenes that end with you getting the [Graviton Radio], and taking it back to the Red Sprite.

More scenes will play, including one in which you're introduced to yet another important character, Louisa Ferre. I'm sure you know who this is. A new mission will be added in the scenes after.

- Mission: Carina's Rosetta

The new mission is to go stick that pig. Get into Carina again. Follow Horkos up the stairs to 2F and near that unworking teleporter. He'll flee and drop [Swine's Hoof]. Take it back to the ship's Lab.

A new function is added to the DEMONICA, [Phase Shift A].

- Document: Phase Shifter

It should be obvious what this lets you do. It lets you use the space manipulation device that Horkos fled through. Use it and shift over with shift A. This also opens up a part of 2F via the south stairs in 1F. You can get [Lu Incense x1] and [Tetraja Stone x2] there. And if you shift back over in the area, [Chainsaw x1] plus a direct link to the areas you'd be exploring anyway.

You can find [Mental Drink x1] and stairs up in this area. East of the stairs is a secret portal door you can follow to find [Soma x1]. Go up afterwards.

- Carina 3F

When you reach the dark rooms, take the middle door, go south 4 tiles, then then west, then 2 and open south. Grab the [St Incense x1] from the box. Go back into the dark. East 2, then south 3, east 1 and open. Explore here, then back into the dark room the way you came in. Go west 1, south 3 and open east. Ahead is a terminal and you'll catch a glimpse of the trail of Horkos. Continue on. At the dead end search to find a portal.

Go through. At the fork, the west path hides a hidden portal leading to a space manipulator, while south leads to [Chakra Drop x3]. Get the loot then shift over.

Explore to find [Bead x2], and in east you'll find stairs and a door to a dark area. In the dark area. Go south 1, east 1, south 1, enter door south. Go west all the way, then north all the way and open west. Explore this phase-shift area and you will find stairs up, [Summon Stone x1], and a terminal.

Up the northeast stairs before the dark area is nothing. Up the newly discovered stairs past the dark area, Horkos' location will now be marked on the map. There's a terminal and a clear path to him. Of course, you'll probably want to heal up first, which you can do by going through the phase shifted area of 3F and then using the convenient stairways down to 1F.

Ideal equipment for Horkos is a physical resistant armor such as Recycle Vest and a gun that has either Elec or Fire if you're using Co-Ops, or a gun that has Arm Shot if you're not going to use a team of same aligned for Co-Ops. "Blaster" has both Arm Shot and a Fire attack. If you're going to use the Recycle Vest, make sure you remove it after this boss battle because it is weak to all four primary magic elements, and that's just not cool.

Here are my password demons for this upcoming boss.

> Law <

Vile Baphomet [26]

5P-\$5M2WDz5j2T0z
jR\$V5SEn7iCJ\$H6P

Nymph Ame no Uzume [26]

+h#fca+rU-UGqRFp
iyb#g+#EKnVnq#DB

Megami Fortuna [26]

bu#Fb9uqMLmSjngD
TL03#7WCD2cT82mR

> Neutral <

Fiend David [26] -----	Zealot Ogun [26] -----	Fairy Silky [26] -----
e07W0+aa223A\$mxj 00U6XBYFt9%Ey0GG	\$LteGEhwEWbTUMT9 JsLDWK00s-\$2Sqct	3gV3yVovWP67Ze-6 HUo5\$0M2SuSbFeN\$

> Chaos <

Tyrant Mitra [26] -----	Foul Doppelganger [26] -----	Dragon Patrimpas [26] -----
Hr0VWLD3WHXTayFo Ubz+D#D47NNQ9bEn	tKr9qH4P-tc3WSiP rD3RHyJnqPq\$gjcp	aDEB-aERqcaubHeU eT-SaviU#QSAbviE

When ready, go into the door to fight Horkos.

He'll ask you a question before battle.

"How will you deal with such excess?"

- We'll learn to control it (Law)
- We need those products. (Neutral)
- Humans can destroy, too. (Chaos)

< Boss: Tyrant Horkos >

[HP: 1800 / MP: 9999]
> Wk: Fire, Elec / St: Phys, Gun / Nu: Expel, Curse <

Horkos heals himself by half the damage he inflicts with one of his weaker physicals "Taking a Bite". It'd be a good idea to debuff his attack, but to no more than -3 or he will use Dekunda and just remove it. Same goes for buffs: No more than +3. Tarukaja, War Cry, Arm Shot, Rakukaja, Rakunda, etc, are great spells for this fight, but again don't do more than +3 or -3 or he'll use Dekaja or Dekunda and remove them.

He'll occasionally summon up a Beast Katakirauwa via skill "Grocery Run" and eat it a few turns later via "Binge Eating", healing himself for half of the Katakirauwa's remaining HP. Make sure to target it with anyone who can't do significant damage to Horkos as to lower the amount of HP he'll gain if/when he does eat it. Some status ailments will even transfer to him should he eat a Katakirauwa afflicted by them, including Charm.

The Katakirauwa has 280 HP, for reference, while Horkos himself has 1800.

For an easy time with keeping up with any possible HP gain on Horkos' part, have multiple fire or elec casters of the same alignment abuse his weakness for Co-Ops. I personally had 2 Chaos and 1 Neutral demon, plus was neutral myself and only had 1 fire caster. This again isn't a very difficult battle, and there's multiple ways to go about winning it.

I've included teams of same-aligned demons that should pretty much destroy him after the original writing of this, anyway. Use them if needed.

- Tyrant Horkos fusion is unlocked.

You'll get the [Stomach Acid] and [Rosetta: Car] key items, then will automatically return to the ship.
The main mission Carina's Rosetta is now complete.

\\
Walkthrough: Sector Delphinus [SJ_WALK-DEL]
/-----
/-----

After the scenes, a new main mission is added...

- Mission: Delphinus's Rosetta

Move to the sickbay to begin. Another main mission is added.

- Mission: Inquiry into Commander Gore's Body

Next, to the Lab. Many new Sub Apps are available for you to buy, thanks to Horkos' Stomach Acid rare Forma. They are:

HP Recover II, MP Recover I, Nurse, Zealot Summons, Friend Item, Friend Macca, Friend Heal.

On the deck, Dent offers a couple new EX missions.

- EX Mission: Killing time II
- EX Mission: The enchanting spirit

"The enchanting spirit" is the start of a line of EX Missions that is easy and quite worth the effort in terms of rewards.

Head into Delphinus when you're done with stuff on the ship.

> Delphinus

Items	Demons
• Bead x2	• Divine Virtue
• Tetraja Stone x1	• Flight Caladrius
• Life Stone x5	• Yoma Dis
• Dis-Stone x2	• Nymph Ame no Uzume
• Poison Gas x1	• Vile Baphomet
• Bead Chain x1	• Raptor Zhen
• Chakra Drop x2	• Raptor Camazotz
• St Incense x1	• Wood Mandrake
• Ma Incense x1	• Wood Skogsra
• Ag Incense x1	• Beast Hsing-Hsing
• Vi Incense x1	• Jirae Kwancha
• 3000 Macca	• Wilder Nue
• Bead Chain x3	• Jaki Wendigo
• Soma Drop x1	• Vermin Mothman
• Revival Bead x2	• Fallen Orias
• 5500 Macca	• Femme Yuki Jyorou
• Dis-Para x4	• Night Incubus
• Chakra Drop x4	• Spirit Pisaca
• Amrita Shower x1	• Haunt Churel
• Sacrifice x1	• Haunt Ghoul
• Kamudo Sword x1	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Genma Kurama Tengu (Enemy Search A / B)
	• Reaper Mot (Enemy Search C)
	• Kishin Thor (Enemy Search C)
	• Fiend White Rider (Enemy Search A / B / C)
	• Enigma Futotama (Enemy Search A / B)
	• Enigma Kangiten (Enemy Search C)
	• UMA Hare of Inaba (Enemy Search C)

- Delphinus 1F

Time to explore a new sector. [Bead x2] can be found east of the entrance, [Tetraja Stone x1] in the northeast, [Life Stone x5] in the northwest, and [Dis-Stone x2] in the southwest.

Stairs to 2F are directly ahead of the entrance.

- Delphinus 2F

Move forward a couple steps and Zelenin will comm you for help. You'll get a map marking. Ahead of you is a terminal, so save and then head on over. Or make the motions to. This floor has conveyor-belt like contraptions. Luckily when you step on them, their directions become marked.

[Poison Gas x1], [Bead Chain x1], [Chakra Drop x2] can be found via taking the conveyors to places throughout the floor. The first room with a treasure box accessible from conveyors also happens to have a corpse in it for the Black box retrieval I EX Mission.

To get to Zelenin, take the east conveyor to begin, then southwest, then west, the center one going west, and go through the north door and search for a portal to the east, and go through. Ride the conveyor then follow the path, ignoring the stairs up and the conveyors along the way. You'll come to a terminal, and beyond the terminal, Zelenin is just past a door.

You'll have to fight 2 somewhat stronger Haunt Ghoul and Wilder Nue for her. But no big deal, really. Head up to the third floor afterwards.

- Delphinus 3F

Just choose a direction to head in while Zelenin heads in the other here. You won't be able to progress further because Jimenez is blocking the way. Go into the proper room and Zelenin will comm you again.

Meet Zelenin over at the stairs down afterwards. She will give you a rare Forma [Passage Jewel]. You'll return to the Red Sprite immediately following the scenes. A new main mission is added.

- Mission: Treatment Development

Take the Forma you were given by Zelenin to Irving in the Lab. Your gate search ability is upgraded to [Gate Search B], allowing you to open up higher level gate portals than before.

The main mission now calls to go back to previously visited sectors. In this case, to Bootes.

- Bootes

Mastema will show up once you enter, and ask you an alignment altering question during the scene.

"How to handle such power...?"

- You just have to be careful. (Law)
- I use it only when I have to. (Neutral)
- None of your business. (Chaos)

Melchom here in Bootes has a new EX Mission as well.

- EX Mission: Melchom's task II

There's hidden portals in the northwest and northeast part of 1F.

NE side has [St Incense x1], [Ma Incense x1] and a door leading into the the palace, but it's a dead end.

NW side has [Ag Incense x1], [Vi Incense x1] and a door leading into the palace, but also a dead end.

Go in the palace via the normal entrance and take the elevators up to 8F, then search for a portal in the north hallways. You can find [3000 Macca], [Bead Chain x3], [Soma Drop x1], and a door leading to an event.

Another scene with Zelenin and Mastema, and you get [Madman's Stone].

Return to the Red Sprite with it, then take it to the Lab.

Take the resulting [MK Gun] to the sickbay.

The main mission Treatment Development is complete.

A new mission is added.

- Mission: Delphinus Parasite Treatment

Dent can offer a new EX Mission if you completed "The enchanting spirit."
In fact, you can ride those missions now until the 6th that Anthony will offer via Dent.

- EX Mission: To see her again...

Do what you need, then go into Delphinus.

- Delphinus

You need to go around using the MK Gun on the Strike Team members you find out here. One is in the southwest of 1F, he'll give you [Demonica Code] for saving him. It's a key item, and in puzzle form. The password can be input as it is (the "x" are actually multiplication symbols) or you can do the math and get another password:

2000

It summons a level 39 Vile Mishaguji with Mediarama, Mazinga, Acid Breath. Better than the one inputting the key item's passcode as-is gives you. You're probably too low of a level to summon it right now, but maybe later.

After you're done with that business, to the east and west of the stairs to 2F you can find portals that you can now open. Beyond the west, [Revival Bead x2] and you can talk to a demon, Kudlak. He'll offer an EX Mission.

- EX Mission: Find a sickle called Pest Crop

Behind the east portal, you can find a demon named Kresnik who offers you another EX Mission.

- EX Mission: Hawthorn Spear needed

When you're done reviewing those, go up to 2F.

- Delphinus 2F

On 2F, you can cure a Strike Team member by taking the first conveyor east from the entrance. He'll give you [Soma Drop x1]. North of the stairs you enter from you can also find a portal which opens a shortcut to 3F stairs.

Note that if you do not save these guys before you save Jimenez, they are later gone and you can't get their free items.

Head up to 3F and proceed to where Jimenez was before. He's still there. Shoot him with the MK Gun.

You'll return to the Red Sprite for scenes and the Delphinus Parasite Treatment mission is concluded.

Back in Delphinus, head up to 2F and you'll get a reading in an easily accessible room. You'll get into a battle with two Spirit Formless. They have about 500 HP a piece and can cast status ailment spells. Nothing to worry about. Take them out. After the scenes, go on up to 3F.

- Delphinus 3F

A scene will play here where the main mission Inquiry into Commander Gore's Body is completed. During the scene....

"Won't you end man's rule on Earth?"

- I will. (Chaos)
- I can't let that happen. (Neutral)

If you answer "I will"...

"Then why don't you cease this invasion of the Schwarzwelt?"

- All right. (Chaos)
- I can't. (Law)

After the scene, go eliminate the map markings-- More Spirit Formless. Explore the floor afterwards. [5500 Macca] can be had in the southeast part behind a gate portal, as can [Dis-Para x4]. The stairs up are in the same area as well. In the west, [Chakra Drop x4]. You can meet a Strike Team member named McClane here who will give an EX Mission.

- EX Mission: The shadow withdraws

You can find stairs up beyond here. Explore 4F via the stairs you've revealed thus far, starting with the eastern stairs.

- Delphinus 4F

First thing you'll come across is a demon that tells you about a treasure that may let you see in the dark, and then a dark room. Go west, then south, then east, then south to get out of this one.

You'll find a rare Forma, [Kaisetsu Stone] in this room, and a terminal. If you enter the south door, you'll be in another dark room. Go east 1, south 2, west 3, south 2, east 1, south 2, west 1 and exit south. Grab the [Sacrifice x1] from the box here and trip the pitfall in the southwest corner. Head straight west and grab [Amrita Shower x1] from the box, then search along the north wall for a door leading into the dark area. Careful not to step on the conveyor.

In the dark area, go straight west and exit into a room. Grab the [Kamudo Sword x1] and go back into the dark room. Back in the dark room, go all the way east, then north, then east and exit north. You can find stairs up here, but more importantly in the north end of this area you can unlock a gate portal which is a shortcut to the beginning of 3F.

Go back to the Red Sprite's Lab. Irving will make a new Main App enhancement for the DEMONICA. Now I don't have to give you long-winded directions for dark rooms since you'll sort of be able to see in them now with [Visualizer A].

- Document: Visualizer

Now that you can see in dark areas, go up to 3F and take the west stairs up to 4F. As you can see upon entering the dark area, it's not so dark anymore. The only thing you miss out on is of course that the only thing displayed on your map is your current location and no actual coverage takes place.

You can find the Strike Team members for McClane's EX Mission in the north end of this area. After this, head up to 4F via the staircase you can access via the shortcut opened earlier while acquiring the Kaisetsu Stone.

There's a terminal in plain view if you need it. Heal Spot, too. The stone statue to the north looks interesting, doesn't it? It should if you know your SMT, as you already know who it is. However, for now you can do nothing with it. Go through the dark areas to either side of it, and go up to 5F via the stairs.

- Delphinus 5F

More dark areas almost immediately. Great thing for that App, huh? This floor has not only dark areas but conveyors in the dark. Enter from the far east, and while in the first corridor heading west, take the third conveyor to your left. Avoid the conveyors and look for the door. Continue to the terminal, and west past the terminal into the dark area.

After the conveyor ride, head west then north onto the next conveyor. Then take the next path north onto a conveyor. Then go east and south onto the conveyor. When it stops, go east then ride the conveyor north. Enter the door visible to east. You can now find the way up to 6F.

- Delphinus 6F

Use the terminal. Now you have to ride some more conveyors and deal with switches to reverse their directions. Thankfully, the new direction is displayed on revealed conveyors.

Ride the westmost one and flip the switch, then ride it back down. Now ride the one first one just to east of the one you got off of, and navigate to the stairs without stepping on any conveyors, avoiding a south turn.

If you mess this up, the conveyors don't reset when you come back to the floor so you'll need to get to the eastmost conveyor switch and then work your way back to the beginning of this floor.

Go up the stairs when you reach them.

- Delphinus 7F

More conveyor hijinks. To begin, go north, west, then ride the south conveyor. Then the west. Flip the switch and ride the two conveyors you rode here back to the entrance to the floor. Now ride the one east of it, go 1 south, two east, 2 south, and ride east then south.

Flip the switch, then ride the first one you just rode back, then take the north one. You can now enter a room with one of the readings. More Spirit Formless to fight. Take them out.

Now repeat the process of hitting both conveyor switches, and when you hit the second switch this time, move in the following order...

From the switch, northeast conveyor, west conveyor. Now ride the ones to your southwest, the west of which works when the switch is pressed this way. Ride the westmost one, then when it stops turn west and ride that one. Enter the door to fight two more Spirit Formless. You'll have to fall down the pit to 6F after their defeat.

Make your way back up to 7F. On 7F, hit the first switch, then from there ride only the very first conveyor back, then go south and you'll be able to find the stairs from there if you avoid further conveyor contact.

- Delphinus 8F

Avoid opening any doors here until you find the Terminal. Save up. Now, any of the doors here on this floor (including the hidden portals right near the stairs you came in) may have Spirit Formless in them, if the Formless spirit didn't already announce it'd show you its true form. If it has already announced this, go down to 4F.

- Delphinus 4F

Big surprise. The room the statue was in is now marked for a Rosetta reading. Save and heal here. Enter the room when ready.

Make sure you don't have armor that is weak to fire equipped. Preferably, equip one that is strong to fire. Boss uses Maragidyne.

Equipping the Rock Vest made from Delphinus materials is a good idea, and if you're using same alignment demons then a gun which has some Ice spells such as the Frost Cannon from the Jack Frost EX Mission in Carina.

As usual, here's a roster of demons that will get you through, should you have problems with the boss with your own demons.

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---
-----
> Law <
-----

Avian Phoenix [35]      Raptor Camazotz [35]    Megami Parvati [35]
-----
#EW-i+xfzT3uUi4q      k29D6skt22ckYus9      5RK0Y%JTevrcoh76
eDfkzEhi+BJbD#%0      FQKsXE37PWE6W9H#      nV-icos6dGorUuKQ

-----
> Neutral <
-----

Jaki Black Frost [35]   Fiend Matador [35]     Jirae Titan [35]
-----
YmD0suRZbuYD69cB      2FoeFZidjYtoF#EW      UUehKo5r40WeEMSk
#Tw5zvYJ8Rkn2ejA      CHGwFN0qFSGq4JuG      ZHky7wkuW+iN9Yk7

-----
> Chaos <
-----

Dragon Gucumatz [35]    Kishin Takeminakata [35]  Night Kaiwan [35]
-----
xzpZP+ruUNGe48H$      CAceVD53U4rzx+#H      Mf5u%2Q-HbPQYgGM
UYvpG8BSD5JUT8H7      SivSV5j+UtA4KN#R      AYR5Z2KcTLO$8XPJ

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```

You'll get an alignment choice from Asura, the boss, before you fight him.

"And with it, your spirit...?"

- That's all a lie. (Law)
- It's the demons' fault. (Neutral)
- We're recovering already. (Chaos)

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< Boss: Tyrant Asura >
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[HP: 2000 / MP: 9999]

> Wk: Ice / St: Gun / Nu: Expel, Curse / Rf: Fire, Wind <

Asura reflects Fire and Wind attacks, so those are out. He is weak to Ice.

For the first round, make sure to guard with everyone. Otherwise, you have a high chance of being afflicted by the Rage status from the Asura Roga attack he will always launch on the first round. An ally under rage status will attack random targets including allies and does much more damage. This is mostly bad because you can end up killing allies.

He'll regularly use Maragidyne afterwards, which is why you need the protection against fire. He can also use a random hit fire spell which isn't nearly as powerful, Concentrate, and Ashura, a powerful random physical attack that can hit multiple times. At low HP, he might also use "Black Flame", a fire spell which hits random targets and has high power like Maragidyne.

I cast Bufudyne with my Black Frost, debuffed his attack to -3 (War Cry and Arm Shot) and healed with a demon that knows Mediarama as needed.

This isn't an easy fight due to the Rage status. He'll reuse Asura Roga every 5-6 turns, so be ready to defend. How many and who get afflicted by the effect can make or break this fight.

I've also heard some people have had some luck just going it solo with the MC attacking with a sword under the rage status and healing themselves with stocked up Beads when they weren't raged, but this is very risky and probably not going to work so well unless you're pretty overleveled since the Ashura phys attack may kill you.

Of course, after the original writing of this walkthrough I have included

teams of demons that will absolutely destroy him. It'll cost, though.

- Tyrant Asura fusion is unlocked.

You'll get key items [Ulna] and [Rosetta: Del].

You will automatically go back to the Red Sprite and more story scenes will play out. Zelenin presents a question that can alter alignment:

"Can you go back with no regrets?"

- I just want out of here. (Chaos)
- There's something on my mind. (Law)
- First let's find a way out. (Neutral)

After the scenes, a new sector opens up.

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\                                     /
  Walkthrough: Sector Eridanus      [SJ_WALK-ERI]
/-----\
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A new main mission is added.

- Mission: Find the Vanishing Point

Head to the Lab and Irving will turn the Ulna into some new Sub Apps...

Enemy Welcome, Surpriser, Paracelsus.

Enter Eridanus when ready.

> Eridanus

Items	Demons
• Chakra Drop x3	• Divine Dominion
• Dis-Stone x4	• Flight Toufei
• Bead x1	• Yoma Shiwan
• Amrita Soda x2	• Nymph Senri
• Me Patra Stone x3	• Vile Mishaguji
• Balm of Rising x1	• Fairy Spriggan
• Soma x1	• Fairy Vivian
• Agilao Stone x3	• Beast Orthrus
• Muscle Drink x3	• Jirae Titan
• Vi Incense x1	• Snake Vouivre
• Chakra Pot x1	• Snake Gui Xian
• Caladbolg x1	• Wilder Pellaidh
• Garula Stone x3	• Jaki Rakshasa
• Bufula Stone x3	• Vermin Arachne
• Zionga Stone x3	• Fallen Dantalian
• Sacrifice x1	• Brute Kin-Ki
• 10000 Macca	• Brute Fuu-Ki
• Lu Incense x1	• Brute Sui-Ki
• Bead Chain x1	• Drake Bai Suzhen
	• Drake Basilisk
	• Spirit Legion
	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Genma Tlaloc (Enemy Search A / B)
	• Reaper Mot (Enemy Search C)
	• Tyrant King Frost (Enemy Search A / B)
	• Fiend Red Rider (Enemy Search A / B / C)
	• Enigma Kangiten (Enemy Search C)

Place looks kind of like Eden from SMT 2. A demon here, Thoth, can give an EX Mission, the start of a mission line.

- EX Mission: The wise man's library I

[Chakra Drop x3], [Dis-Stone x4], [Bead x1] can be found on this floor as treasures. You'll want to make your way around to the eastern stairs to 2F, which is next to a terminal.

- Eridanus 2F

A Dark area!... and the function you got last area doesn't seem to work here. What a pain. Luckily, this dark area is very easy to navigate. If you go straight north until you can't, then straight west, you will find your way to a door which leads to where you need to go.

There's no treasures or anything here. You'll want to go down the stairs. Explore more of this dark area floor if you want, but there's no need to unless you want the exploration achievement for this floor.

- Eridanus 1F

Another area of 1F. Zelenin will give you a call. However if you go east you can find a rare Forma [Goetite] by an easily accessible secret portal. After you get it, go to Zelenin straight north of where you came onto this floor. A sort of strange device.

Anyway, take the Goetite back to the Lab on the Red Sprite right now. Your DEMONICA's search function is upgraded to [Forma Search B]. It may also be a good idea to get the "Nurse" Sub App for upcoming trap floors that cause status ailments.

You can now find more forma out on the field. Anyway, head back into the dungeon and make your way back to where Zelenin was. Make sure you equip the Nurse or Medic sub app if you've got it because of the upcoming ailment floor tiles, sleep being especially nasty. Luckily, running away from a battle will wake everyone up.

Green floors cause sleep, and purple cause poison.

[Amrita Soda x2], [Me Patra Stone x3] can be found along this pathway. You'll run into Bugaboo halfway across this annoying trap tile field, and if you check north of where you met him you can find a sleeping Jimenez. If you wake Jimenez up, he'll give you [Patra Stone x5]. Continue on past until you reach a terminal. Save and go up the stairs beyond it.

- Eridanus 2F

No treasures. A lot of obvious gate-type portals in between pillars here. The one you're looking for is in the southwest part of this area. It'll lead to a space manipulation device. Phase Shift over.

You can grab [Balm of Rising x1] almost immediately. Look for a secret door on the east wall near the entry point and you'll find a rare Forma inside, [Asteria Stone]. Zelenin requests you bring it to her.

You'll be able to find some stairs down to the north, so take them down.

- Eridanus 1F

This is a small area that connects to where you need to go. If you wake up the sleeping Strike Team member, he'll give you [Dis-Poison x5]. You can find [Soma x1] here in a box, and a portal in the southwest to continue south to where you need to get. Past there, [Agilao Stone x3], stairs up, and of course a portal making a shortcut to the area which Zelenin is in.

Go see Zelenin. This activates a teleport to a new area. Go back for now. South of the teleport device's original location, take the stairs up.

Ame no Uzume is here and gives an EX Mission.

- EX Mission: Marebito, the foreign god

You can also find a shortcut back to where you can heal and save. The stairs north of where you met Zelenin, past the opened shortcut will also lead to another shortcut to this heal/save area, though nothing more can be done there for now.

This makes it easy to travel from the sector entrance to this heal area and further beyond to traveled areas.

Back past the teleport device Zelenin activated, you'll run into another teleport device guarded by a Ghoul, though you can't get through without "permission" he says. Go up the stairs beyond.

- Eridanus 2F

Another shortcut to the heal/save area opens, and south of there you can begin to explore by going up to 3F.

- Eridanus 3F

There's a Heal Spot up here immediately, which is odd placement given how there's one not very far away.

In the west and east are two portals leading to rooms with demons in them who will challenge you to specific battles with rules. In the east is Kazfiel and the west is Zouchouten.

From Zouchouten...

- EX Mission: The ever-steeper trial I

From Kazfiel...

- EX Mission: Before the holy battle I

Defeating them unlocks them for fusion and gets you items for Sub Apps. Also, you may have noticed secret doors in these rooms you can't open. Come back later with higher rank Unlock and Gate Search Main Apps and you'll be able to challenge the next heavenly king or angel.

In the south is an elevator. You can ride it to the "TOP" floor.

- Eridanus TOP

To the west here is a hidden gate portal that leads to a terminal and heal spot. A powerful demon is detected to the north. However as you approach it a scene will play where you and all members of the Red Sprite team are ordered back to the ship. You can't progress anyway. No way to get through the portal with your current Gate Search main app.

Go back to the ship for now.

You'll be assigned to a new mission in Carina.

- Mission: Signal Investigation

- Carina

Inside Carina, take the elevator in northeast 1F up to 4F. Look for a hidden door near the terminal, on the west wall.

Look inside for more portals on the west wall and you'll trigger a scene behind one of the doors. A new main mission will be added during it.

- Mission: Jack's Bargain

During the scene, you'll get an alignment question...

"Can we establish cordial relations?"

- Humans should help each other. (Neutral)
- I'd sooner trust the demons. (Chaos)
- I don't trust anyone easily. (Law)

You can explore what's left to find [Muscle Drink x3] and [Vi Incense x1]. You can also pickup a new EX Mission from a goblin.

- EX Mission: A formal search request

The new mission calls to return to Eridanus and pickup Forma for Captain Jack.

- Eridanus

Back where the ghoul was guarding the teleporter earlier on the way to 3F, you can now use that teleporter since Captain Jack's demon will let you by.

In the room the teleport drops you in, you can open up a shortcut in the south with Gate Search, and if you look around in the southwest part of the room will be able to find a Strike Team member corpse for the EX Mission "Black box retrieval II". The west door in this room leads on...

Beyond here, I hope you like teleporter mazes, because that's where we're going to be for now. In this first room, either the north or west teleport will lead to the same spot while the south leads to the entrance of this room. Take the north or west, obviously.

Grab the [Chakra Pot x1] here and then take the south teleport tile. Take the east teleport next, then west. Grab the [Caladbolg x1], then take the south teleport. You can find the [Hydro Apple] needed for the main objective here. Now take the north teleport and in this area, don't go far south but instead trigger a teleport midway down.

Head west 1 tile, south 1 tile, west 1 tile, south 1 tile. At this destination a forma will be visible, [Ice-10]. Another one Jack wanted. You can access the heal/save area via a shortcut up the stairway northeast of here.

South of those stairs up is a portal you can go through. Explore this new area, but avoid going through a door in the very northwest or you'll have to go through the teleport maze again or through the opened up shortcut near the termina/healspot area hub to get back. Lots of pitfalls on 2F, but as long as you avoid that northwest corner 1F door you won't get stuck messing around in that teleport maze again.

You can find [Sacrifice x1] on the first floor, [Garula Stone x3], [Bufula Stone x3], [10000 Macca], [Zionga Stone x3].

The way to proceed is through a gate portal in the east end of 1F, which leads up to stairs to 2F. From this part of 2F, you'll want to head straight west and drop down from a pit to a part of 1F you can only access from here.

You can go back up to 2F from here, grab [Lu Incense x1] and continue on to drop back to 1F in another new part. From there you can unlock a shortcut back to the area you've already been in. You can unlock several shortcuts to areas already explored, and get the [X-Metal] for Captain Jack as well.

One of the shortcuts is conveniently placed near the entrance to this sector. Use it to get out, and take the forma back to Carina, to Captain Jack. The mission Jack's Bargain will now be complete. Return to the Red Sprite.

Now in Eridanus, go up to the top and head towards the ! mark on the map.

- Eridanus TOP

A Jack's squad member will give you an upgrade to your Gate Search function. [Gate Search C]. Now you can open higher level portals, which means you can go behind the door to that marked !. However, the boss behind there is very strong and you probably won't be able to kill it just yet.

Explore the rest of the floor. Obviously placed gate-type portals are there, starting from the southeast corner of the map. The floor is symmetrical. [Bead Chain x1] is along the way east heading north, and you'll eventually run into a suspicious area that you've already mapped before if you did the EX Mission with the three Dis back in Bootes. The conclusion to that EX Mission takes place here. You can find out who saved you. If you accept, you'll get a new EX Mission.

• EX Mission: Fateful Aid

Further along the path that loops around this floor you can find a demon, Dantalian, that will give another EX Mission.

• EX Mission: Tales of investigation

You'll probably need to level up and fuse demons appropriate for the next boss because it has an annoying habit of regenerating ~160 hp every turn, and that's quite a lot. Level 45 for your main character or better is ideal.

The idea is to exploit its weakness, fire, and to get Co-Op attacks in. You need demons resistant or better to Expel or it'll go poorly. Make sure your MC also doesn't have a weakness to Expel with his current armor or you'll probably die. Thiotimo Vest is a good choice of armor. Randall is a good choice of Gun.

Here are three sets of demons, one for each alignment. Once again, these are probably not going to be cheap, but if you are having trouble with Ouroboros like a lot of people do then you will find that using any set of demons aligned the same as your MC will make things easy.

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---
  ----
  > Law <
  ----

  Vile Mishaguji [45]   Tree Kukunochi [45]   Yoma Valkyrie [45]
  -----
  DhtxUmH6wDGQTeZ0     6nnX3fs4mvE49Pih       k0wDW9HG2ADybec8
  bDZMV0PE%K3K#j%#     WtdQ8U-FKxzvaeEF       ZeHEXFs6x9E3q9%h

  -----
  > Neutral <
  -----

  Genma Kurama Tengu [45]  Avatar Kaiming Shou [45]  Zealot Dionysus [45]
  -----
  a29oqA2EUd0eFZuo       %zZMeQHqWAX$8Ewx       5sszsbUN8nNanTtx
  -0fo4#sjEU0tDZ9E       Q#%ezZZ2ucdhyUXB       RT#z0MV0txhEXSL2

  -----
  > Chaos <
  -----

  Tyrant Asura [45]       Fury Tonatiuh [45]       Kishin Zouchouten [45]
  -----
  3cTSzo#amdpuF#e        4JUb#zoXgRgPdQNb       TcUrgWtdTC$VCtqi
  u3Ymz93nmfnG-FWp       vGODZ8L#ewMfgANK       gvpvDF0uDE%MAZGD

---
```

Go inside the boss' chamber when ready.

She'll ask you a question that affects alignment, of course.

"Can you overcome our endless power?"

- Our power is also endless. (Neutral)
- Your enemy's power is endless. (Law)
- I want that power. (Chaos)

 < Boss: Snake Ouroboros >

[HP: 2300 / MP: 9999]

> Wk: Fire / St: Phys, Gun / Nu: Expel, Curse / Dr: Elec <

Ouroboros is hard. Very hard. If you're using the demons I list above, begin the battle by buffing to +3 with Luster Candy and throw up Tetraja while dropping Ouroboros down to -3 with Debilitate and then spam some Agidyne with the demons. It should be relatively easy with that setup, if all goes right. If she casts Mahama, reuse Tetraja.

Spells that drop her defense and raise your offense are pretty much key if you're not using really good demons, as the HP regen that takes place every round is about 160 hp and without the damage output you'll probably either never kill her due to low damage output, or you will run out of juice before you can kill her.

Don't go to +4 or -4 with any buff or debuff abilities as Ouroboros knows Silent Prayer which cancels all parameter changes on both sides, and will use it if you go to +4 on yourself or if you -4 her.

Ouroboros has a few attacks. Mahama, which is Expel-based instant death though a relatively low chance on those resistant to expel. Wild Thunder, which is a hit-all Elec spell. A regular phys attack that hits twice, and a spell that causes random status ailments, Disaster Cycle.

Hopefully, she'll use the phys attacks and Mahama and not hit any of your demons with Mahama. The elec spell is kind of powerful, and the random status ailments can be nasty as well if you get things like Bomb or Stone. It can be pretty much any status ailment though, so the chance of getting your Main Character petrified by Disaster Cycle is pretty low.

If all goes well, you should kill her in 6-7 turns with my setup. Maybe even less.

With a bad setup, you'll probably not even do enough damage to offset the natural regeneration that occurs every round. Sucks, yeah.

After the battle, you'll be forced out of the boss room during a scene.

Now you'll need to go destroy the 4 energy sources explained during the scene. They're clearly marked on your map in areas you'd have already visited here on the top floor. They're simply encounters with regular enemies that have a bit more HP. No big deal. Crush them.

Now you'll have to go fight Ouroboros again.

 < Boss: Snake Ouroboros >

[HP: 3200 / MP: 9999]

> Wk: Fire / St: Phys, Gun / Nu: Expel, Curse / Dr: Elec <

The regeneration is gone, but now there are more attacks and she has higher HP. One of the new attacks is Wave of Death, a hit-all phys skill, so you may wish to equip a Strong to phys armor (that still retains Expel resistance) to your Main character instead of the Thiotimo vest suggested for the last battle with Ouroboros.

Again, use the same buffing strategy and then use Fire skills to Co-Op.

This fight is not really any harder than the previous one. Perhaps even easier if your damage output is lowish since it won't drag on as long.

- Snake Ouroboros fusion is unlocked.

You'll get the [Klein Bottle] and [Formless Mass] key items.
The main mission Find the Vanishing Point is complete.
You'll automatically return to the Red Sprite for some scenes, one of which has a question from Jimenez.

"What do you think, [main character first name]?"

- We owe it to mankind.
- Fine, long as it's destroyed.
- I just want to forget it all.

Doesn't seem to affect alignment, though.

Didn't think it'd be that easy, did you?
After the scenes, it's time to continue the journey.

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  Walkthrough: Sector Fornax      [SJ_WALK-FOR]  
 /                               \  
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A new main mission is added.

- Mission: Fornax's Exotic Matter

The Klein Bottle will make a new batch of Sub Apps:

HP Regen II, MP Regen I, Green Grass.

... and you can now enter Fornax.

> Fornax

Items	Demons
• Balm of Rising x1	• Divine Throne
• Amrita Soda x2	• Flight Rukh
• Soma Drop x1	• Flight Da Peng
• Dekunda Stone x2	• Vile Taotie
• Bead Chain x1	• Raptor Gurr
• Bead x2	• Wood Zaccoum
• Attack Mirror x2	• Wood Alraune
• Soma x2	• Beast Gryphon
• St Incense x1	• Jirae Tlaltecuhli
• Chakra Pot x1	• Reaper Hel
• Magic Mirror x2	• Wilder Manticore
• Ma Incense x1	• Wilder Catoblepas
• Soma Drop x1	• Jaki Grendel
• Amrita Soda x1	• Fallen Ose
• Megido Stone x2	• Fallen Decarabia
• Great Chakra x1	• Femme Clotho
	• Femme Lachesis
	• Femme Atropos
	• Night Kaiwan
	• Tyrant Balor
	• Haunt Strigoii
	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Genma Hanuman (Enemy Search B)
	• Reaper Mot (Enemy Search C)
	• Kishin Thor (Enemy Search C)
	• Fiend Black Rider (Enemy Search A / B / C)

• Enigma Kinmamon (Enemy Search A)

- Fornax 1F

Time to begin exploration! First, take the east door and map those areas out. You'll find [Balm of Rising x1] and [Amrita Soda x2].

In the west hall, you can find a Demon, Futotama, who if you'd taken the EX Mission from Ame no Uzume in Eridanus, will give you [Tamashiro Mirror]. Further on you'll find [Soma Drop x1] and then a terminal. Save. South of there, a warning about a powerful demon and a shortcut secret door.

Make sure you don't have a fire weakness before you proceed.

If you go east from there, someone you've already met will show himself once again. It's Morax! Or really, Moloch, as he displays his true self to be.

An alignment choice takes place before you fight.

"Learn the greatness of demons!"

- I already know. (Chaos)
- Stay away from humans. (Neutral)
- Demons should die. (Law)

< Boss: Tyrant Moloch >

[HP: 2200 / MP: 9999]

> Wk: Ice / St: Gun, Elec / Nu: Expel, Curse / Rf: Fire <

The fight is almost the same as the Morax fight. He just deals more damage with stronger attacks this time. The party I had thrown together for Ouroboros still worked just fine. Use Ice attacks if you've got them for Co-Ops if you're using same aligned, etc.

He has Maragidyne instead of Maragi. That's the only skill change. Just make sure the main character is not weak to Fire and you'll win.

Basically I just buffed to +4 with Luster Candy, debuffed his attack and attacked a few rounds. Had I known how little HP he has and how weak he is, I probably would have turned on Auto battle.

If he uses Gehenna, you may wish to use a Me Patra Stone to remove the fear effect from your party members. No better time to use them, really.

- Tyrant Moloch fusion is unlocked.

Continue on past where Morax/Moloch busted down the wall and you'll run into an event with Louisa Ferre.

A new main mission is added.

- Mission: Defeat the Three Demons

So it seems you must re-fight the demons who carried Rosettas before, only in their true, stronger forms. Mitra, Horkus and Asura await.

Begin with the west door. This will lead to Mitra.

- Fornax B1F

This is an easy to navigate floor with a few one-way doors. You can find Alice here who will give you an EX Mission. Doing so will unlock Fiend Alice for fusion and give [Hexagram], though you will have to defeat her and deal with the "Die for Me!" signature attack in doing so. Hexagram becomes Main App [Forma Search C].

- EX Mission: Catch the rabbit!

You can find [Dekunda Stone x2] in a box here on this floor as well.
Make your way down to B2F.

- Fornax B2F

The theme of this floor and the ones below it is pitfalls.
In order to get to Mitra, fall down west of the terminal here on this floor.

- Fornax B3F

On B3F, search for a hidden door in the middle and fall down the pit on the east side.

- Fornax B4F

On B4F, you can collect [Bead Chain x1] and fall down to B5F next to a terminal.

- Fornax B5F

Save. Prepare for battle with Mitra. Equip similar resists that you'd need to fight him. You'll notice a broken wall nearby. East of it, you can find a rare Forma [Sun Mirror]. When you head back west, you will meet Mitra, who also busts in like the Kool-Aid man like Moloch did earlier. Mitra, or should I say, Mithras, shows his true form.

"We should rule over humans!"

- Why can't we coexist? (Neutral)
- That way is wrong. (Law)
- You may be right... (Chaos)

< Boss: Fallen Mithras >

[HP: 2300 / MP: 9999]

> Wk: Wind / St: Gun, Fire / Nu: Expel, Curse, Ice <

He's actually easier than Mitra was, comparatively. He now uses Ice Breath instead of Mabufudyne, which does less damage than Mabufudyne, but the fight is otherwise the same. Still has Light of Order and Waking Dream.

He has more HP and hits harder, but not so much that it's an issue.

Co-Op with Wind if you can or just abuse parameter buffing and slaughter him with your attack command. I don't know what to say. Have fun with this one because harder bosses are coming soon.

- Fallen Mithras fusion is unlocked.

You'll be forced to return to the Red Sprite for an emergency mission to check up on what Jack's squad is doing.

Head into Jack's base for a scene with Ryan of Jack's squad. Back on the Red Sprite, Jimenez will decide to stay behind and spy on them, even if you volunteer to do it.

You can go back to Fornax now and continue with the three demons mission.

If you didn't explore the west stairs from 1F fully, you can do so to collect [Bead x2], [Attack Mirror x2], [St Incense x1], and [Soma x2].

- Fornax 1F

Take the east stairs on 1F next to get to Horkos.

- Fornax B1F

This is a very straight-forward floor. Has one treasure chest with [Chakra Pot x1] and some stairs down.

- Fornax B2F

When you come to your first door, you'll unfortunately have to enter a dark area which you again cannot see in. Shame. However, this one is easy to navigate. Just go west and at the end of the path, search south for a door.

Find the next door on this linear path to enter another dark area. From this one, go all the way east, then south 2 steps and face west to enter a door. Grab the [Magic Mirror x2] in here, then go back into the dark area and trace your way back to the very entrance of the dark area. From it, go south all the way and search for a door east. Follow the path to the stairs and go down them.

- Fornax B3F

A Heal Spot is readily accessible, and beyond it, a dark room. There are a lot of "places" you can go on this floor, but basically the only place of worth is to make your way northwest of the entry point to get to a pretty easy-to-find door on the west wall, and go through. Through there, you'll find a door to another dark area which is literally 3 tiles with a door in the southeast. Take the stairs down.

- Fornax B4F

Use the terminal straight ahead. Head into the south door, into a dark room.

Go two tiles west, then all the way south, then east and enter. Go down the stairs and grab [Ma Incense x1] then go back up and into the dark room you just came from.

Back in the dark room, head west 1 tile, all the way north, all the way west, then north, then west, then south. Enter the door, then go down the stairs.

- Fornax B5F

Use the Heal Spot and terminal to save. Prepare to fight Horkos again. Same resists and general demon setup Now head through the 1-way door. Immediately, your Forma search should pickup a forma. Go grab it, it's rare forma [Moon Mirror]. Head along the only path available to you and you'll meet a familiar porcine face. Actually, the group used for Ouroboros still works here as well due to their Fire spells.

He also busts through a wall as if he were in a Kool-Aid commercial, showing his true form, Orcus.

"Tremble in the face of death!"

- I'm not going to die here. (Neutral)
- I'm not afraid to die. (Chaos)
- I'll live on as a ghost. (Law)

< Boss: Reaper Orcus >

[HP: 2400 / MP: 9999]
> Wk: Fire, Elec / St: Phys, Gun, Ice / Nu: Expel, Curse <

Weird design. Nothing like the classic Orcus design which was what Horkos was using.

Similar to Moloch and Mithras, he isn't much harder than when you fought his other form. The fight is much the same. He has more HP and hits harder, and he summons a more powerful Katakirauwa. That's... about it. He only has 2400

HPs whereas Horkos had 1800. That's a mere 600 HP difference and you're much more powerful now than you were in Carina.

- Reaper Orcus fusion is unlocked.

After the battle, you are once again recalled because Jimenez is a piss-poor excuse of a spy. Make your way out of this dump by going up the stairs available to you in the northeast -- not west, then whe on 4F go through into the dark area.

Go 2 tiles west, 1 south, and you'll be on 4F next to the terminal. Use it to get out of there.

Back on the Red Sprite, scenes. A new mission is added.

- Mission: Save Crewman Jimenez

Head to the Lab and Irving tell you the Sun Mirror and Moon Mirror can be turned into a new Main App with a little something else added to them. Save up, heal up and head into Jack's Squad HQ.

> Jack's Squad HQ

Items	Demons
• Life Stone x5	• Human Soldier *
• Frag Grenade x2	• Raptor Gurr
• Bead x2	• Wilder Pellaidh
	• Wilder Manticore
	• Wilder Catoblepas
	• Spirit Legion
	• Foul Slime
	• Haunt Ghoul

* Cannot recruit and disappears from encounters after the events here.

- Jack's Squad HQ 1F

Head forward and you'll have to fight two Human Soldiers. When you win, go through the door.

You can immediately access a terminal and Heal Spot. Go west into the room and talk to the soldiers in the middle to begin a fight with two Human Soldiers and Human Sergeant.

Now exit this room and take the east path, and enter the southeast door. Another fight, the same as in the last room. Flip the switch to off after the battle.

Explore the rest of 1F. The door leading to the Lightning is open but the hatch to the ship is shut. There's obvious secret doors in the northwest and in the northeast room. Behind the NW one is [Life Stone x5] and a nother secret door behind which you may find a random Forma. Behind the northeast one is rare Forma [Piercing Stone]. Take it back to the Red Sprite's Lab.

Irving will upgrade your Visualizer function to [Visualizer B]. Back in Jack's Squad HQ, head down the stairs in southern 1F.

- Jack's Squad HQ B1

Try to check the door, but it'll say it's locked. Search the room for a portal and go through it. Continue and enter the door beyond. A fork, north or south. Take the south path and grab the [Frag Grenade x2] from the south room and then take the north. You will meet Louisa Ferre once more.

Past where you met our obvious friend, go into the dark area. Your new

Visualizer upgrade can now let you see in the red dark areas. Nice.
Go into the first room you see to get [Bead x2] then go back into the dark.

Continue along that linear path and enter the first room you come across.
In this room, ask the scientist about Jimenez's whereabouts.
Ask about him being a scientist afterwards, and he'll give you the code.
Back in the dark room, take the southmost door here and grab the box with
[Nerve Gas x2]. Now go back to the beginning of the floor.

You can now enter the locked door. Do what you want during this scene, the
results are no different. Wow... what a scene. Very reminiscent of what the
Chaos Hero did to himself in SMT 1 if you've played it. Choosing to willingly
fuse Jimenez with Bugaboo during this scene gives a small shift toward Chaos
alignment, but as I said before it happens no matter what.

You now need to head to the Lightning, which is on 1F's north end.

Get ready for a hard boss fight. The trick to this one is to try to charm him
while dumping as much damage as possible on him, preferably while you have
a team with demons that reflect Gun. Randy Shot from the Desonberi gun is a
good choice. Charm Strike or Marin Karin demon skills are decent damage
dealers that may charm, too. Make sure no one is weak to Gun as that's
Captain Jack's main form of damage output.

If you need demons, here they are. There's just a set of three of them for
this battle as Jack has no weakness to exploit for Co-Ops. They're varied
alignment, but more importantly they all repel Gun attacks.

Megami Pallas Athena [53]	Foul Doppelganger [53]	Fiend Alice [53]
4U4iMkt0Fe73niRc	#936#R-gi2TcDRLO	J+kncqcRykfj\$oe+
huQJapTNniQjYCOC	JHRQbcxgUSsVH0P\$	vi\$VMLWFv0bWQsfc

- Jack's Squad HQ 1F

Jimenez is determined to get revenge on Captain Jack, so head up there to
Jack's Squad's ship, the Lightning. After the scene, you will fight Jack.

< Boss: Human Jack >

[HP: 2016 / MP: 9999]
> Nu: Expel, Curse <

He has no weakness. So it doesn't matter what demon alignments you use.

Jack comes with two Spirit Pisaca demons. You will want to eliminate them ASAP
to stop them from potentially causing Bomb status to any of your party
members. If it happens, use Bomdi or Amrita spells or a Dis-Bomb or Amrita
Soda or Shower item to remove bomb as needed. It's a rather nasty effect, as
you probably know by now if you've had an enemy use it on you.
The Pisacas are weak to Fire.

Captain Jack himself can use a weak normal phys attack and nasty heavy damage
random gun attack called Rain Strike. He can also heal himself for 400-1000 HP
with "Pure Blue" which also removes all debuffs from him. He can also use
Sunset Melody, which does some almighty damage to the party and reduces attack
by -1. Dekunda or Dekunda Stones are nice here if you aren't using Tarukaja or
Luster Candy, which you really should be anyway.

Pure Blue is why charm is recommended. If you don't charm him, the only other
viable strategy is to use gun reflecting demons and *hope* his random attacks
hit them to reflect the gun shots back to him, or perhaps spam Attack Mirrors
and hope for him to use Rain Strike although he may choose to just use
Pure Blue the next round anyway, wasting a good precious item.

To begin the battle, take out the Pisacas. They're weak to fire if you want to go the co-op route. If you used the Alraune demon I've listed above or have fused your own demon with Luster Candy, begin to buff up to +4 as Jack cannot remove your buffs and you'll need the extra damage the attack buff gives.

With your Main character and any demons that can charm, keep trying to stick a Charm to him. When you get it, go all out. Hopefully you'll kill him before he uses Pure Blue again. If the charm wears out, perhaps try to go all out and kill him before he uses Pure Blue before you try to charm again.

It is possible you could take him from full to dead without charming him, but the chances are quite small. So use Charm. It doesn't have a high chance to work, but when it does you've likely won the battle. High powered physicals such as Mortal Jihad should be unloaded on him once you get him charmed.

My own custom demon team built for this battle works off of a combination of reflecting gun attacks and damage+charm attacks. If you use it, you should not have much of a problem winning the fight long as Jack doesn't just kind of decide to Pure Blue over and over and...

No matter what you choose after the battle, Jimenez will do the same thing to ol' Jack... but your choice can affect alignment.

> Jimenez raised his hand...!

- Stop Jimenez (Law)
- Watch (Neutral)

Mission Save Crewman Jimenez is now completed. You'll automatically be taken back to the Red Sprite. Arthur will give you rare Forma [Star Mirror] which was confiscated from Jack's Squad.

An alignment choice takes place during the scene on the Red Sprite.

"Should Jimenez be relieved?"

- He's not a problem. (Chaos)
- We should wait and see. (Neutral)
- Probably so. (Law)

Take the rare Forma the Lab after the scenes.

Irving will transform the Sun Mirror, Moon Mirror, and Star Mirror into an upgraded [Enemy Search B] function. This will be needed soon, and aside can be used to find the hidden Fiend clan demons at a higher rate.

Afterwards, it is time to head back into Fornax.

- Fornax

Back here in Fornax, you can do two things. Fully explore the east side where Orcus was now that you can see in the red dark areas, or head on with the main mission in the central door on 1F.

There's no items or anything left down on the east side-- I had you grab them before. But if you want to explore, then explore.

Head down to B1F of Fornax via the middle stairway on 1F to continue with the main mission!

- Fornax B1F

Simply head straight through the doors and go down.

- Fornax B2F

Grab the [Soma Drop x1] and go down the stairs.

- Fornax B3F

Grab the [Amrita Soda x1] and continue down.

- Fornax B4F

Head on down.

- Fornax B5F

Save and heal here. Then go into the main room.
The Demonica will react. Choose to Perform a scan.

You will have to fight Spirit Strange Demon, who can use Maragion and Asura Roga, the same annoying skill that causes Rage that Asura used. It's not very difficult, so take it out.

Afterwards, prepare a party that's similar in resistances to when you fought Asura back in Delphinus. Emphasis on physical resistance this time though, since the boss only uses Maragion for fire spells but the physical damage output is much scarier this time around. "Armor Vest" armor plus a good gun with Ice spells such as Frost Cannon will suffice.

Head down the stairs to 6F whe you're ready.

- Fornax B6F

You'll meet Asura again, or rather Asherah. No Kool-Aid man antics this time though. And of course, alignment stuff. The demons used for Ouroboros should still be sufficient here at this point if you're still using them, so I still don't need to hand you out new passwords... yet.

"Destruction will rejuvenate Earth!"

- I won't let you. (Neutral)
- You're distorting things. (Law)
- Maybe you're right... (Chaos)

< Boss: Lady Asherah >

[HP: 2500 / MP: 9999]

> Wk: Ice / St: Elec, Gun / Nu: Expel, Curse / Rf: Fire, Wind <

Unlike Moloch, Orcus and Mithras, Asherah is no pushover.

Much like Asura, she'll open up with Asura Roga on the first round. Guard. Next round buff up with Luster Candy if you've got it, or Rakukaja otherwise and debuff her with Arm Shot/War Cry/Tarunda/Debilitate, whatever you've got. No more than +3/-3 or she'll remove them with Dekaja/Dekunda.

Every 5-6 turns generally, Asura Roga is reused.

She uses Maragion and rarely the same Black Flame random heavy damage fire spell that can hit 0-2 times on everyone that Asura had. This isn't as deadly as Asura using Maragidyne constantly was, though, which is why Phys resistance is better for this fight than fire resistance. Asherah tends to use the Ashura attack more often and is pretty painful with it.

If she uses Charge, make sure to guard next turn with those who are not resistant to Physical because a Charge + Ashura combo will kill them for sure.

She only has a few hundred HP more than Asura did, but the hard part is finding turns where you're not raged or need to heal in order to whittle it away. Co-Ops using Ice spells are recommended where possible.

Things can go bad though, like Ashura randomly killing your healers with a multi-hit Ashura on them, but as long as your Main Character is strong to Phys, you don't have -too- much to worry about here...

Slug it out and hope for the best with how she chooses her attacks.

- Lady Asherah fusion is unlocked.

The Main Mission Defeat the Three Demons is also concluded.
Now you have to go kill the one who revived them.

Map out the whole accessible floor. You'll have to go through dark areas but it won't be a problem since you can see in them.
There's no secret doors accessible from where you're at. So when you've mapped it all out, use the space manipulation device in the south and shift on over.

Now explore the shifted area. You can grab [Megido Stone x2], open up a secret door in the northeast of the phase shifted area which you can later find a treasure [Great Chakra x1] in the northeast part of the normal, non-phase shifted floor by passing through the now-opened doorway.

Explore the southwest end and open up the portal down there for a shortcut back to the south end of the floor if you choose to shift back and get that treasure.

It's easy to find your way to the stairs down to 7F, so go ahead and make your way down there after you've gotten any treasures you want.

- Fornax B7F

You can save and heal right away in the first room. North is the boss' mark on your map. Make sure you're not weak to Ice. Hardwired is a good armor to be using, and any gun with an Elec attack if you're using same aligned demons for Co-Op.

Here's a set of password demons.

> Law <

Herald Victor [55] -----	Tree Haoma [55] -----	Nymph Sarasvati [55] -----
v8GA#EdXpd777q2C Pd0+Grr+JAKPJ5mm	G-Nu8FrFwUdB0CFf +PhLwK6h3Eba7kcA	aqsFKEXK%EXQ0aj% GM#4F56KGpLxwK7+

> Neutral <

Fiend White Rider [55] -----	Reaper Orcus [55] -----	Snake Ouroboros [55] -----
eeWP-mAC99\$Z4HkZ %\$bZQA3X5g#s9Xu	5yZwPrQmYLxwzkkF -j4i#Wfuw#RweVh-	bBSZMPNmhtNAR0uV #Xhzb2QowJo-ihxd

> Chaos <

Tyrant Loki [55] -----	Femme Atropos [55] -----	Fallen Mithras [55] -----
mvNZx8pBwVdAu4tf Evch-7LggU3Gskb3	bvAvu4HRJ0x#dtYJ iGEJQvknqPyuJfjK	s0QWWfWYs%bV8qgA KJHZZg4\$-OPV9eh#

When ready, go north to the map marking.

< Boss: Drake Tiamat >

[HP: 4500 / MP: 9999]
> Wk: Elec / St: Gun / Nu: Fire, Expel, Curse / Dr: Ice <

Very easy boss if you're prepared with buffs and Dekaja or Debilitate.

Tiamat uses Mabufudyne, Glacial Blast, and Mother Earth, all ice spells.
Mother Earth heals her for about half the damage done to you, but if you

buff up this won't be much and in fact will maybe be like half of what your main character can do with a sword strike. No kidding.

In addition, she uses Luster Candy and Sunset Melody. You know what Luster Candy does, and if you saw Jack use it, you know what Sunset Melody does. Sunset Melody does almighty damage to the group and lowers your attack parameter by -1. Again, no problem if you have Luster Candy or Tarukaja on one of your own characters to offset the loss of attack power.

You just remove her Luster Candy with Dekaja or offset it back to 0 with Debilitate, buff yourself to +4 with Luster Candy or other and slug away with powerful physicals or Elec spells. She can't Dekaja your +4'd parameters.

Just don't use debuffs on her or she'll use Pure Blue. Yes, the same skill that Captain Jack had that heals a sizable amount of HP. Not good at all.

Another thing you shouldn't do is use a reflect spell or item like Tetrakarn or a Magic Mirror. She will use Diarahan if you do, which is of course a full heal.

- Drake Tiamat fusion is unlocked.

You'll get [Salt Lump], [EM: Fornax]. The main mission Fornax's Exotic Matter is completed, and you'll automatically go back to the Red Sprite.

... and of course, a new sector opens. On to Grus.

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\                                     /
  Walkthrough: Sector Grus                [SJ_WALK-GRU]
/                                     \
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A new main mission is added.

- Mission: Grus's Exotic Matter

The Salt Lump from Tiamat becomes some Sub Apps in the Lab:

Laplace, Long Birthday, Tea Amity.

Head into Grus when ready.

> Grus

Items	Demons
• Bead of Life x1	• Yoma Valkyrie
• Ma Incense x1 (Law)	• Yoma Xiuhtecuhtli
• Mahama Stone x2	• Nymph Sarasvati
• Mamudo Stone x2	• Nymph Peri
• St Incense x1 (Chaos)	• Vile Pachacamac
• Megido Stone x1 (Chaos)	• Raptor Anzu
• Revival Bead x2	• Wood Erlikonig
• Criticker x1	• Fairy Oberon
• Balm of Rising x2	• Fairy Titania
• Chakra Pot x1	• Beast Ammut
• Dis-Stone x3	• Jirae Gogmagog
• Bead x3	• Reaper Persephone
• Bead of Life x1	• Reaper Guedhe
• Soma x2	• Jaki Girimehkala
• Ag Incense x1	• Fallen Gemori
• Amrita Shower x1	• Night Succubus
	• Night Wild Hunt
	• Tyrant Loki
	• Tyrant Abaddon

- Drake Kingu
- Haunt Kudlak
- Avian Garuda (Enemy Search A / B)
- Vile Samael (Enemy Search C)
- Vile Seth (Enemy Search C)
- Genma Heimdall (Enemy Search A / B)
- Reaper Mot (Enemy Search C)
- Kishin Thor (Enemy Search C)
- Fiend Pale Rider (Enemy Search A / B / C)
- Enigma Kangiten (Enemy Search C)

- Grus 1F

Looks a lot like the lower sections of Antlia with different colors here. Anyway, avoid the space manipulation device here for now-- the angel won't let you use it anyway.

This floor is full of "illusions" that when you approach, may either go away or disappear. In actuality, they are either walls or just open passageways that reveal themselves as you get close to them. If they won't open, it's just a wall.

There really isn't much to do on this floor-- you can explore and find a portal in the northwest that'll only open if you have Gate Search E from the Ame no Uzume EX Mission earlier, behind which you can find rare Forma [Cornucopia]. This rare forma becomes [Unlock E] Main App back at the Lab.

If you're having trouble finding this door, it's almost right next to a Strike Team member corpse where you can find the black box for this sector if you're on the Black box retrieval II EX Mission.

In the northeast is another similar portal that'll only open for Gate Search E which has [Bead of Life x1] behind it, but aside from that all you can do now is go explore until you meet Mastema again and see the scene after which you'll get called back to the Red Sprite.

A new main mission will be added and you'll have to do the same thing here, regardless of your choices you make at this point. Your choice to Jimenez and Zelenin's questions affects alignments, though.

"You're ready to rock, right?"

- Let's lock and load. (Chaos)
- We should wait and see. (Neutral)

"Please, [main character's last name]..."

- All right. (Law)
- Out of the question. (Neutral)

- Mission: Pacify Jack's Squad

If you got the Cornucopia earlier, it'll become the [Unlock E] Main App. Note that Unlock E isn't an "ultimate" unlocker app that'll open up any door-type portal, it's simply used to open up E-type locked door portals.

Head back into Grus and this time use the space manipulation device near the entrance to shift on over. The angel will let you.

Phase Shift over. In the Phase Shifted area, you're going to have to deal with a simplistic teleport maze. In the area with the terminal and Heal Spot, loop around and take the teleport positioned just about south from the heal spot.

Here, if you are Law aligned, you may follow the path around to the north and enter a room for a treasure [Ma Incense x1]. Otherwise, simply go a few tiles north of where you entered to teleport to a new destination.

Head straight south until you hit a wall, then turn east and go east 2 tiles,

south 2 tiles, then go west and loop around to a door. Inside, grab the [Mahama Stone x2]. Head back to where you teleported into this area, and then from there go south until you hit the wall, east until the wall, north to the wall, then east again. Explore the areas beyond this point until you hit a teleport. Note that if you went into a door here and found an angel that won't let you pass, you shouldn't worry about it. That's New Game+ content.

Now, here, follow the path but avoid going into a north dead end or you'll be teleported back to the terminal and heal spot from earlier and need to backtrack. You'll run into Mastema. Make your choices during this scene and note another SMT1-like moment, like what occurred with Law Hero, if you've played that game.

Your choice during the scene can affect alignment.

"What do you think of my rebirth?"

- It's beautiful. (Law)
- It's awe-inspiring (Neutral)
- No problems here. (Chaos)

Now you can take the way out via the teleport I told you to avoid earlier.

Go back to the Red Sprite. Now head to Jack's Squad HQ after the scene.

In Jack's Squad HQ, go to the Lightning for another scene.

The main mission Pacify Jack's Squad is now completed.

Jimenez will give you the [Giant's Fang] rare Forma during the scene.

Take it to the lab. Phase Shifter will be upgraded to [Phase Shifter B].

Which of course means you can now access another area at the space manipulation points. In Grus, use the space manipulation device and go to phast shift to area B.

Now explore this area. Yeah, another teleport maze is ahead in order to continue. Nothing serious though, just like on the side with the angels.

After the first teleport, you can take the right teleporter for [Mamudo Stone x2] or the left to continue. At the left teleporter, there's only one way you can go to continue. After the teleport there, take the first left and go into the door on the left in the hallway.

In this room, you can talk to Grendel about Maya, and he'll ask you to do something. What you answer here can be a minor alignment shift...

"Sound good?"

- Sure. (Chaos)
- I refuse. (Law)
- Let me think. (Neutral)

... but does not actually reflect your choice on what to do to proceed. He will tell you to return to the ship and talk it out "as humans do" first.

West and north of Grendel's room are doors that will only open for you if you are Chaos aligned and have items behind them-- [St Incense x1] and [Megido Stone x1]. Step on the teleport near Grendel's room to return right next to the terminal of this floor. You'll meet Jimenez here next to the terminal for a short scene with him.

Return to the entrance to the sector and a scene with Zelenin will take place, with another choice.

- By all means, sing. (Law)
- That won't be necessary. (Chaos)
- Let me think. (Neutral)

Again though, here this choice has no impact on what you will actually do. You should return to the Red Sprite.

You must make your decision here about what to do to lower the barrier so that you can reach Maya. The choices do affect your alignment, but has nothing to do with determining your ending path.

They are...

"Should we accept the demons' terms?"

- We should. (Chaos)
- We shouldn't. (Neutral)

(if you select "We shouldn't"...)

"Should we request her assistance?"

- We should. (Law)
- We shouldn't. (Neutral)

These are simply alignment choices, however...

Your actions determine what you do.

You may choose the Law choice to have Zelenin sing by talking to her at the Grus entrance and asking for her to sing. Then you must head toward Grendel's room, and an event will take place.

You may choose the Neutral approach by talking to Grendel and then choosing to force it open by fighting him. He's actually not much harder than the random encounter Grendel, so uh, no need to really write anything about this.

You may choose the Chaos choice to kill Jack's Squad. You need to go to Jack's Squad HQ and go to where the Lightning ship is, where you'll have to fight Ryan.

< Boss: Human Ryan >

[HP: 1800 / MP: 9999]
> Nu: Expel, Curse <

It's the same as the Jack fight, except he has less HP and no Pisaca demons.

Report back to Grendel after you kill Ryan if you do this.

- Grus 1F

Whichever method you choose, the barrier in the southern part of the Grus 1F phase shift B area will go away if you go inspect the door. Go beyond the door for a scene with Gore, then continue on and Gore will send you the location of Maya via comm. Go down the stairs beyond.

- Grus B1F

Go straight ahead and use the terminal in plain sight. Hope you like teleports and conveyors. That's what this part is about. When you first come to the conveyors, ride the one going north, which will drop through a teleporter. Follow the path here to more conveyors, then take the west one. When it stops, again take the west one and go through the door. Grab the box with [Revival Bead x2] and then get onto the conveyor again. When it stops, go onto the east conveyor this time. You'll teleport at the end of it.

Loop around here until you come to a fork. Take the west path and go down the stairs you'll reach.

- Grus B2F

Teleport maze time! Take the west teleport. You'll be in a room with a

terminal. Use it if you want and take the teleport east of it. Ahead is some damage tile floors. In the northwest part of the patch is a gate-type portal that you can access. Open it up and go through. You'll now be in another spot with teleports. Take the south one.

From your immediate location, go into the west and east rooms to grab [Balm of Rising x2] and [Criticker x1]. Outside those rooms, go north until you're at a fork and don't move. Now take the paths west and east of the fork to get [Chakra Pot x1] and [Dis-Stone x3]. At the fork, go north now to teleport.

Now go back up the stairs to 1F, directly to your south.

- Grus B1F

Explore the rest of this area to teleport back to the beginning of the conveyor area here on B1F. Ride the north conveyor again, but when you teleport this time take the east conveyor afterwards, which drops you onto a teleport. At its destination...

You can use the terminal you come across if you wish, then ride the conveyor to the west of it, then ride the small north conveyor and go through the door. You'll automatically ride a conveyor. Go through the door in plain view after it stops. Loop around this area and go through the door, and you'll automatically ride yet another conveyor. Go through the door after it. Now a fork.

Go north 3 tiles and east through the door. Don't move, then grab the box with [Bead x3]. Head back through the door and go north to hit a teleporter. Go 2 tiles south now without touching the conveyors to hit another teleport. Now go north through this hallway and through the door. Turn north and open the box for [Bead of Life x1], then step on the conveyor and make your way through explored territory until the fork before I told you to go north and grab the Bead x3 box at before. Stop there then go west this time to hit a conveyor that will drop you on a teleport this time.

Loop your way around until you reach a fork in the road, and take the south. Go down the stairs when you reach them.

- Grus B2F

More teleports. Take the east one, then go down the stairs.

- Grus B3F

One way door maze! Not cool because this one is actually somewhat complex. From the entrance, take them in this order: south, south, south then go up the stairs.

- Grus B2F

To begin, step on the east teleport here. Now, go to your west and at the dead end search the north wall for a portal, and go on through it. Grab the [Soma x2] box and get out of this room. Back here, you can either go up the stairs to B1F and open a shortcut to the beginning of Grus B1F if you'd like, or take the teleport to the south to go back to stairs down to B3F. Open up the shortcut if you'd like, then use the south teleport and go back down the stairs to B3F.

- Grus B3F

Take doors in the following order: West, west, north, west, south, west. Go up the stairs.

- Grus B2F

Take the teleport to the west to begin here. Now, loop around this by going

south, then east, then north, ignoring the first west fork you come across. You'll come to a terminal. Northeast of the terminal is a teleport. Take it. Now take the north teleporter here. All you can do in the next part is go west to teleport. Now here, take the first east to the end and teleport.

Go west to teleport, then take the east teleport. Ride the conveyor, and when it stops go east instead of north to teleport. Go all the way east now and search the south wall for a portal, and go through. Grab the [Ag Incense x1] from the box and then go back outside the door. Take the north teleport. Ride the conveyor and look around. There'll be a terminal. West of the terminal is a teleport. Use it.

All you can do is go east a bit to teleport. Afterwards, take the south teleport. Now take the east one. Small strip, so just go east to teleport. Take the south teleport. Ride the conveyor, and when it stops go west instead of north to teleport. Loop around here and take the first west you come to. Go down the stairs to the south.

- Grus B3F

One-way door maze again. From where you are, take the doors; north, east, south, east, north, east, north, north, west, south. Now go up the stairs.

- Grus B2F

Search this area. Real simplistic. You will find a rare Forma [Remedium] in the north end. Take it and go up the stairs to the far south.

- Grus B1F

Go northwest and through a door. Don't move when you go through, but turn north and open up a box for [Amrita Shower x1]. Now go back down the stairs the way you came in, use the nearby terminal and warp out to the Red Sprite.

The rare Forma Remedium becomes [Unlock C] at the Lab.

Head back down to Grus B1F and from the first terminal, take a north. You can now unlock that door. Do so and head through. Unlock the next door on the east wall and go through to grab [Dekunda Stone x2]. Now go down the easily accessible stairs to B2F.

From here, take the stairs north of where you found the Remedium rare forma. Open the door here on B1F and go up the now accessible stairs to 1F.

- Grus 1F

Powerful demon detected! Save and heal here if you need, then head in. You will need preferably powerful physical demons or demons of the same alignment who have a regular attack of the Gun type, or Gun attribute attack skills. Phys resistance is good, as is an accessory that prevents being Stoned. Dekaja is good to remove her annoying buff that makes it hard to hit her. You could use Dekaja Stones if you'd like, if you have some. Luster Candy couldn't hurt either.

... but if you're lazy and have deep pockets, here are some passwords.

> Law <

Herald Israfael [63]	Divine Cherub [63]	Wood Erلكonig [63]
ci+C3rayemKbryCF	#UyZxs8UMpfdUbns	9%J8dh-DnnGFeLMS
\$mSa2PXQ0+jA4m+w	TbLDXM4qTqAKhdQd	LRbkttvRfu-DW0rt

> Neutral <

Genma Hanuman [63]	Fiend Red Rider [63]	Avatar Anubis [63]
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```
-----
YwVX80C%k$cf3w7B      wK#Oz9J4q#TE3#zV      yVidUXwoR8jS2oF%
qrEQXmtPe8Y$ceis      tYQ5ZFWns63Yqj0n      2dE8KuYZK62wGL46
```

```
> Chaos <
-----
```

```
-----
Fury Wu Kong [63]      Tyrant Abaddon [63]      Lady Asherah [63]
-----
fZE3WPBnRUSrroGa      NT4WG%HaTncY8Y+t      X%r$4hpwRLW6f$e3
g$utA3ByTgRXS3JB      V0TV2uPrEwtCLdMT      6euZ2fCeMnXQRGu$
```

Go inside the boss' room when ready.

```
-----
< Boss: Night Maya >
-----
```

```
[ HP: 6000 / MP: 9999 ]
> Wk: Gun / Nu: Expel, Curse <
```

Never use a Gun elemental skill or an elemental or almighty spell. She will counter with an instant-kill that is neither Expel nor Curse and is 100% effective meaning game over if you attack that way with your main character. Regular gun attribute attack skills are fine. Just not stuff like Gust Shot or whatever that would actually be an elemental or almighty attribute.

When she uses Illusory Ritual, a skill that says it's doubled her agility, you need to Dekaja or it'll be much harder to hit her. It does wear off, but she will recast it the turn after it does.

Either use the gun-type regular attack demons to trigger Co-Op, or use powerful physical skills.

Her abilities are the aforementioned Illusory Ritual, Ultraviolence, a powerful hit-all physical skill and all four single target -dyne regular elemental spells as well as more powerful elemental spells such as Agi Gate, Bufu Gate etc.

Finally, there's a skill she uses called Evil Vortex that does damage and can cause Stone status. If it hits your MC with Stone status, that's game over, friend. Make yourself a Supple Ring if you find this to be problematic.

Having Luster Candy is helpful. Buff yourself to +3 because at +4 she will use Dekaja. War Cry, Tarunda, Rakunda, and Acid Breath or just Debilitate are useful lowering her damage and her defense, but again no more than -3 on the Atk and Def parameters, or she'll Dekunda them off.

At +3 agility parameter on your party, you do stand a decent chance of hitting her even when she has Illusory Ritual up.

If you're not using gun attack skills to trigger Co-Ops with your main character, the Murakumo Clone sword for the main character is a good choice as it may occasionally charm her.

This fight isn't too hard with the correct preparation, but can go bad if you're unlucky and don't have Stone protected for example.

• Night Maya fusion is unlocked.

You will get [Sweet Liqueur] and [EM: Grus].
The main mission Grus's Exotic Matter is completed.

A lot of scenes will play. A whole lot. It's getting real.

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A new main mission is added.

- Mission: Horologium's Exotic Material

In the Lab, the Sweet Liqueur Forma is turned into some new Sub Apps:

White Album, Shusendo, Item Garnish, Macca Garnish, Heal Garnish.

On the Deck, talking to Dent and asking if you can help will get you access to another EX Mission.

- EX Mission: The mecha-dragon's secret

Go into Horologium when ready.

> Horologium

Items	Demons
• Great Chakra x1	• Divine Cherub
• Bead Chain x1	• Yoma Ganesha
• Bead of Life x1	• Vile Pales
• Amrita Shower x2	• Raptor Huoniao
• Great Chakra x1	• Raptor Hresvelgr
• Soma x2	• Beast Cerberus
• Summon Stone x1	• Snake Orochi
• 30000 Macca	• Snake Ananta
• Bead Chain x1	• Wilder Cabracan
• Soma x2	• Wilder Fenrir
• Great Chakra x1	• Jaki Hecatoncheir
• Chakra Pot x1	• Brute Berserker
• 50000 Macca	• Femme Dakini
• Balm of Rising x2	• Femme Rangda
• Bead x2	• Night Lilith
• Soma x2	• Tyrant Tzitzimitl
• Megidola Stone x1	• Tyrant Surt
• Sacrifice x1	• Drake Mushussu
• Great Chakra x1	• Drake Nidhoggr
• Bead of Life x1	• Drake Fafnir
• Sacrifice x1	• Haunt Vetala
• Bead of Life x1	• Vile Samael (Enemy Search C)
• Amrita Shower x2	• Vile Seth (Enemy Search C)
	• Reaper Nergal (Enemy Search A / B)
	• Reaper Mot (Enemy Search C)
	• Kishin Thor (Enemy Search C)
	• Fiend Trumpeter (Enemy Search A, B, C)
	• Enigma Kama (Enemy Search A, B)
	• Enigma Kangiten (Enemy Search C)

- Horologium 1F

Just a warning, but if you are planning on being Law or Chaos, then I recommend you set yourself up with demons that are strong or better to Phys and Gun with good buffs/debuffs and elemental spells because you're going to have one hell of a boss fight coming up here.

If you bought the Law/Chaos teams I supplied for Maya above, though, they should suffice as they have all that's needed to win.

The Law team doesn't have any physical/gun resistance, but they have the debuffs, buffs and heals needed. I blame the lack of good Law demons in that level range.

I would highly recommend using the Goblin alignment trick right now if

you want a specific alignment path ending or to do any alignment-specific EX Missions like the 4th one for the angels or heavenly kings in Eridanus. As in right now, before you do anything in Horologium. You will not be able to change your alignment at all after the first events in there.

You cannot do anything here in Horologium for now aside from head north to the elevator. Ride it down to its only destination, B9F.

- Horologium B9F

Try to enter the door just south of you to meet Gore. Scene time. During the scenes, you'll automatically return to the Red Sprite.

Here, you will make your choice as to who you will support.

If you are far-leaning Law, you are locked into the Law path automatically.

If you are Law, but not very far into Law, you will get these choices:

"Will you sing God's eternal praise?"

- I will. (Stay Law and locked into Law path)
- I won't. (Go to next question)

"Who would you entrust the future to?"

- The human race. (Alignment shift to Neutral and locked into Neutral path)
- The god of law and order. (Stay Law and locked into Law path)

If you are Neutral, you will get the following choices:

"Would you host a demon in yourself?"

- I would. (Alignment shift to Chaos and locked into Chaos path)
- I wouldn't. (Stay Neutral and go to next question)

"Will you sing God's eternal praise?"

- I will. (Alignment shift to Law and locked into Law path)
- I won't. (Stay Neutral and go to next question)

"Who would you entrust the future to?"

- The human race. (Stay Neutral and locked into Neutral path)
- A just, righteous God. (Alignment shift to Chaos and locked into Chaos path)

If you are Chaos but not far-leaning, you will get these choices:

"Would you host a demon in yourself?"

- I would. (Stay Chaos and locked into Chaos path)
- I wouldn't. (Go to next question)

"Who would you entrust the future to?"

- The human race. (Alignment shift to Neutral and locked into Neutral path)
- The free demons. (Stay Chaos and locked into Chaos path)

If you are far into Chaos, you are locked into the Chaos path automatically.

Dialogues will slightly differ based on your current alignment, and your choice determines your ending as well as some bosses, events and available EX Missions. Once chosen, you will not be able to change your alignment again until you begin a New Game or New Game+.

Make your choice if possible, and continue using the Walkthroughs below for each path. On Law and Chaos paths, you will have to fight Gore because he doesn't quite agree with those ideologies that to him are giving up on the infinite potential and future he's seen in humanity with his ubergestalt powers or whatever. That's why I said to prepare a group that resists or better to phys/gun and has good buffs/debuffs and elemental spells a bit earlier if you plan on being Law or Chaos.

 \ Walkthrough: Sector Horologium - Neutral Path [SJ_WALK-H_N] /
 /-----

By choosing the Neutral path, you choose to fight for the freedom and future of humanity. Commander Gore gives you the rare Forma [Clement Bell] and the power to see Mem Aleph's true form, then disappears.

Arthur is reactivated and issues new orders.

• Mission: Bomb Materials Retrieval

Talk to Kato in the Command Room for more info on the locations of the Cosmic Eggs. Take the Clement Bell to the Lab and get the [Unlock D] function for your DEMONICA. At the Deck, a Strike Team member reports that the elevator in Horologium is busted and Arthur suggests that you should focus on the other matters for now.

For now, we need to collect the bomb materials. Head into Antlia.

- Antlia

On 1F, go to the north end of the floor and unlock the door that opens to your new Unlock D function. Very straight-forward area. When you reach the C-type dark areas (yellow), go through the middle door and look for the exit east, along the south wall. Save at the terminal here, then search the wall to the east for a portal and go through.

You'll meet Wu Kong and have to fight him.

< Boss: Fury Wu Kong >

[HP: 1300 / MP: 9999]
> Wk: Ice, Elec / St: Fire / Nu: Phys, Gun, Expel, Curse <

Just use attacks that are not Phys, Fire, Gun, Expel, or Curse on him. Preferably Ice and Elec for Demon Co-Ops if you'd like. He doesn't have much HP. I killed him in two turns with the Elec shot from my gun and added demon Co-Ops.

You get [Cosmic Egg #1] for winning. Leave Antlia now. Go to Carina.

- Carina

Go up to 2F and phase shift over to dimension B at the south device. Work your way north and go through the door unlocked with the Unlock D App. Save your game at the terminal here, then search for a portal south of the terminal. Go through.

You will meet and have to fight Zhu Yin.

< Boss: Dragon Zhu Yin >

[HP: 1400 / MP: 9999]
> St: Gun / Nu: Expel, Curse <

Simply fire away with Physicals or non-gun attacks. He, like Wu Kong, has very little HP and should die in a few turns. Keep your HP high though, as he knows Megido spells. Buff and debuff spells are worthless as Zhu Yin knows Silent Prayer which removes all buffs and debuffs on both sides.

After the fight, you acquire [Cosmic Egg #3].

You can leave Carina now, or you can explore the phase shift B areas on 2F and 3F to pickup some items -- [Great Chakra x1], [Bead Chain x1], [Bead of Life x1] and [Amrita Shower x2] and THEN leave Carina!

Go to Delphinus next.

- Delphinus 1F

On 1F, you can now open the locked door near Kudlak. More conveyors. Ride the one of the west two to the north, then go east and search for a portal. Go through and hit the switch, then go back out and ride the conveyor to your north. Follow at the turn ahead, go straight south until you stop, then go west and ride the westmost conveyor. When that conveyor stops, search west for a portal and go through it.

Now ride the conveyor north, flip the switch to change the directions of the conveyors back to normal, and ride the conveyor back south, going through the secret door you just opened. Go south down the conveyor, then east past the next conveyor, and after you turn going north, go onto the first conveyor you reach. Go south when that conveyor stops.

You can now use an elevator and open up a short back to the beginning of the floor south of the elevator. Take the elevator up to 9F.

- Delphinus 9F

Search for a portal to the southwest and go through it. In this hallway, there are portals to the west. One going north and one south. Through the south, [Great Chakra x1]. Through the north, a path to a terminal. West of the terminal, search the south wall for a portal. Go through.

You will meet and have to fight Divine Cherub.

< Boss: Divine Cherub >

[HP: 1200 / MP: 9999]
> Wk: Elec / Nu: Expel, Curse / Rf: Wind <

Another LOW hp "boss." Use Elec attacks for max efficiency with Co-Ops, or just physical/gun attribute skills. You'll win in like 3 rounds tops. He does know Megidola and Mahamaon, though by wearing most armors, the Hama skill can't touch you.

You get [Cosmic Egg #4]. Leave Delphinus. Enter Bootes.

- Bootes

Take the elevators in the palace up to 6F. Open the door next to you with the Unlock D function and ride the elevator beyond it up to 8F. Grab the [Soma x2] to the south then go through the door here. Take the door in the southeast of this big room, then go east to the terminal and save. Go north of the terminal, and down the stairs.

Search just south of you for a portal, and go through. Choose to search the area here to get [Nuke Warhead]. Zelenin is here, and you will have to fight her...

If you're using my Neutral team that worked for Maya, it will also work just fine right here. No need for new passwords.

< Boss: Judge Zelenin >

[HP: 7700 / MP: 9999]
> Wk: Wind / St: Gun / Nu: Expel, Curse / Rf: Elec <

Her attacks as follows:

Wave of Death, a hit-all physical similar in power to Hades Blast.
Megido Storm, an Elec spell that hits all.
Right Hand, which heals her for over 300 HP and raises all of her battle statistics (Attack, Def, Agility). Counter it with Debilitate or Dekaja.
Sinner's Song, which causes almighty damage and can charm those it hits-- she won't use it until her HP is low.

Her regular attack also hits all.

The best strategy here is concentrate on buff and debuff spells.
Luster Candy is great for buffs, but don't exceed +3 or she'll Dekaja.
Debilitate you can get from Thoth or Rangda sources, two demons you may have fused so far -- Thoth being much lower leveled. It is the debuff equivalent of Luster Candy. Again, do not stack past -3 or she'll Dekunda herself.

When she uses Right Hand, counter it with Debilitate to drop her stats down to -3 again. Use physical or non-elec magic attribute attacks or use Wind to trigger Co-Ops. With the buffs and debuffs up, she's almost too easy.

You get [Cosmic Egg #2] for winning, and the Bomb Materials Retrieval mission is now at an end. Now return to the Red Sprite.

- Horologium 1F

Go into Horologium and try to ride the now-fixed elevator. Skadi will destroy it and you will have to fight her.

< Boss: Lady Skadi >

[HP: 1600 / MP: 9999]
> Wk: Fire / Nu: Expel, Curse / Dr: Ice <

She has very little HP as well. What's with these easy bosses? Take her out with physicals, gun skills, or Fire attacks. Just make sure your Main Char is not weak to Ice.

You'll get the [Destiny Jewel] rare Forma after the battle. Take it back to the Red Sprite's Lab to get the [Gate Search D] function. Now head back into Horologium.

Take the door east of the entrance, and search for a portal in this hall. Through it is a dark area. Go west as far as you can, north as far as you can then south as far as you can, then east two tiles and north two tiles. Go through the door.

Here, take the portal in the far west to get into a new dark area. In this one, go north all the way, east all the way, north all the way, east all the way, then through the door. Ride the elevator here.

B1F has a terminal past some annoying ailment/damage fields, but for now is also a dead end.

B4F has a heal point and some damage/ailment fields, but for now is also a dead end.

Go down to B2F to continue.

- Horologium B2F

Search for an obvious portal to get things going here. It's a linear area. No real puzzling things must be done to traverse it. Go west until you reach an elevator and ride it down to B4F.

- Horologium B4F

Go south into the poison fields, then east, and when you get to the fork,

go south. In the damage tiles, go east until you reach a door and go through to get [Summon Stone x1]. Then back in the damage tile patch, go all the way west and search for a portal and go through it. Now the path is clear to get to an elevator. Go up to 1F.

- Horologium 1F

Search the wall to the southeast to open up a shortcut to the very entrance of Horologium. Ignore the stairs as there's only access to an EX Mission from Barong by traversing all of the C-type dark areas down there, and you can't see in C-type dark areas yet.

Go back into the elevator and down to B3F.

- Horologium B3F

Go east and open the portal on the wall. Go east until you reach a fork, then turn and go up the northwest path. Near the end of this path, search the south wall to find a portal. Open it up and go through to get [30000 Macca] and [Bead Chain x1]. Leave the room via the only door. Now go back to the central part of this floor, and take the south path this time. You will reach a Heal Spot and terminal. if you search the west wall 3 tiles above the terminal you can find a portal. Go through it and get [Soma x2] and [Great Chakra x1].

Go east of the terminal and up the stairs.

- Horologium B2F

Annoying, annoying floor full of conveyors. Take them in the following order if you want [Chakra Pot x1]:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go south three tiles, then east to the wall, south to the wall, west one tile, then south onto the conveyor. When this one stops, go two tiles west then step onto the conveyor. Now, go east to the wall, then south onto the conveyor. When this one stops, avoid all conveyors and find your way to a treasure box. You will get the Chakra Pot. You can ride the next conveyor to get back to the start of the floor.

Take them in the following order to take a pitfall back to an area of B3F you can't access elsewhere and get [50000 Macca] from:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go north and ride the conveyor. When it stops, search north for a portal and go through. In here, search the west wall for a portal and go through it. You will ride a conveyor into a pitfall to B3F.

In the west path here in this room, you can find a box at the end with the promised 50000 Macca. The south path from that room leads back to a portal which will open right near the terminal on B3F and therefore the stairs back up to B2F.

Take them in this order to proceed in the dungeon:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go south three tiles, then east to the wall, south to the wall, west one tile, then south onto the conveyor. From here, go west and ride the west conveyor. You can now access a terminal and stairs up to B1F.

- Horologium B1F

Very small area. Just loop around and take the stairs down to B2F.

- Horologium B2F

Literally all you can do in this 1 tile area is take the stairs down.

- Horologium B3F

A very linear pathway. You can find a terminal and a heal spot near the stairs leading down to B4F. Go down.

- Horologium B4F

Head past the D-type locked door, and go east in the hallway there.

Go through the one-way door on the north wall.

This is a big room with 6 doors, 3 on the east, 3 on the west.

Loiter around the northwest-most door until the Moon Phase reads 7/8 and is about to turn Full. Go inside, and two tiles west to teleport.

If the moon phase is NOT full yet, go north one til, south one tile until it is full. When it hits full, go south all the way to teleport elsewhere.

In this room, unlock and go through both the east and west doors.

Go through the west door to continue. You will come across a set of three doors here. Go through the middle one, then down the small hallway past it to teleport again.

Go directly east and search for a portal. This will unlock a shortcut to this area, and you can find a terminal and Heal Spot beyond. Save, heal, then go back west. You can find in this area [Balm of Rising x2], an elevator, and stairs down.

Use the elevator which leads to 1F. On 1F, you can unlock yet another shortcut to Horologium's very entrance. Go back down. Save and heal, and get ready for a boss battle. The best armor to wear is the "Armor Vest" which is Strong against Phys, Gun, and Curse while weak against Elec. The next boss uses Phys and Gun primarily, with some Fire. Have demons with the standard setup of buffs/debuff like Luster Candy, Debilitate and go down the stairs.

Here are some passwords if needed. They likely won't be cheap.

> Neutral <

Avatar Barong [72]

ZFkJ+K\$VM5FQmEeP

Ov00yCEWB2GEDa4M

Deity Odin [72]

VOhUQ2\$%%sZ9o5ZB

fmLJ8HDFuYaVVqit

Enigma Kama [72]

rgtQz03yXw0chHuA

yw55c9cfjUUjhQsx

- Horologium B5F

Attempt to go forward and a scene will trigger with Jimenez. You will now have to eliminate Jimenez because, well, he let the power go to his head and now wants to kill you.

< Boss: Awake Jimenez >

[HP: 9000 / MP: 9999]

> Wk: Gun or Ice or Elec or Wind* / Nu: Expel, Curse / Dr: Fire <

* Random, may change each turn.

This fight can be won similarly to the Zelenin fight. Buffs/debuffs are king, but again do not go past +3/-3 or Jimenez will remove them.

Jimenez is serious business. If you're not strong to Gun, he may one shot you with his Chaos Tack skill.

His regular attack hits all targets.

Chaos Tack is a random target Gun skill which is ludicrously powerful. Those not strong or better to Gun may be one shot by it before a lot of buffs and debuffs are applied.

Hellfire is a strong fire spell that hits all.

Left Hand is basically Luster Candy. Remove with Dekaja or use Debilitate to offset it by as much as it adds.

Shuffler has a chance to inflict Bomb status on everyone. Dis-Bomb item or Bomdi or Salvation spells will get rid of it.

Dark Matter is high almighty damage to all. He will use it at low HP or on the turn after if you use a reflective spell or item like Attack Mirror or Makarakarn, etc. He'll also use it every turn if you let him use Left Hand all the way to +4, but that shouldn't really ever happen.

Basically buff up with Luster Candy or Rakukaja and debuff him with Tarunda or Debilitate, then use physicals or Gun/Ice/Elec/Wind spells and hope you hit the weakness for Demon Co-Ops. He shouldn't be too hard, but if going for Co-Ops then be aware that his weakness can change at pretty much any time.

Scene after the fight, then continue.

Go northwest and when you're as far west as you can go, try to walk out south onto "nothingness" to reveal a hidden path which leads to [Bead x2] in a box. Then continue back north. Yeah. A "new" dungeon element-- hidden paths. Some of them give hints as to where you should walk, while some don't.

When you reach an apparent dead end in the center of the floor, try to walk east in the middle of the platform for a hidden path. When you reach yet another apparent dead end, go south. On this path you can go east, to another dead end. Go south, then east, then south on the nothingness to reach a platform with some stairs leading up to B4F.

- Horologium B4F

Search this small area of 4F to acquire rare Forma [Gumonji Mirror]. This can be taken back to the Lab to get the [Enemy Search C] Main App. With it, you can now find even more types of Hidden enemies and Fiends. Go back down to B5F.

- Horologium B5F

At the dead end before the one leading to the stairs, go north then east to reveal more hidden paths. Then north, east, and north. One tile west, turn north and you can reveal a hidden path leading to a box with [Soma x2]. Back on the main path, head west, north, west, north, west.

Here at the dead end path that looks like the floor's entrance, go south, then west, then north to reach stairs down.

- Horologium B6F

Make your way through this simple maze with the blocks that pop up as you approach them. A portal is accessible in the southwest. Go through it.

Here, go west 2 tiles, south 3, east 1, then south onto the invisible walkway.

On it, go south, then west, then south. Go all the way south, and turn east when you can. Go 4 tiles east from when you turned east, then turn north and go north two. A Forma should appear on your map. Loop around to the north side of the forma then go south to grab it. It's [Raven Stone] and will

turn into the [Visualizer C] Main App that lets you see in the yellow color "Type C" dark areas. Go back to the hidden gate opened earlier, just past the maze area where the red walls pop up.

From it, head one tile west, then north and you'll step into a hidden area. It's a maze of sorts. Head north until you teleport. Now, you'll have to navigate an annoying teleporter maze here where all teleports lead to the same area and you want to avoid them all.

The solution to it is, from the teleport's destination:

5 tiles west, 1 north, 1 west, 1 north, 2 west, 2 south, 1 east, 1 south, 1 east, 1 south, 1 east, 3 south, 2 west, 2 north, and go through the elevator door. Take it down to B9F.

- Horologium B9F

Find the teleport here in this small area, and use it to reach the east side of B9F. Ride the elevator here back up to B6F.

- Horologium B6F

Go all the way west and open the portal and go through it. Go two tiles north and search east to find a portal, and go through it. Follow this path to some stairs down to B7F.

- Horologium B7F

Follow the small path here through the door and hit the switch at the end of the path. Go back up to B6F.

- Horologium B6F

Ride the elevator back down to B9F.

- Horologium B9F

Find the teleporter in this small area back to the west side of B9F, and then ride the elevator back up to B6F.

- Horologium B6F

Make your way, again, to the gate near where the maze with popping up red walls is. From it, loop around to a D-type locked door to the south and go through it. Another red walls popping up area here.

In the south is a terminal and heal spot. Look for a portal on the east wall to the northeast, and go through it. Search for yet another portal on the east wall in this new hallway, and go through.

To your east, you can find a box with [Megidola Stone x1]. To the far south is an elevator down, while to the southwest, behind a D-type locked door is a switch to get rid of the red walls that pop up. Hit the switch.

The elevator can be rode down to B7F which is useless for now as a portal opens from the other side of the wall later, and to 1F where you can now open up a shortcut to right near the beginning of Horologium. Do what you need then find the stairs down next to the terminal here on B6F and go down.

- Horologium B7F

Open the door to the north and go through. Yeah, new type of area. Invisible WALLS. This makes it annoying to navigate. Go north until you hit a wall, then east until you hit a wall. South then west from here is [Sacrifice x1] in a box. Now go back east, then north until you hit a wall.

From here, west until you reach a door on the north wall. Open it, go through

and hit the switch then go back into the room with invisible walls.
Work your way south and west and you'll hit a space manipulation device.
Time to go to other areas.

Phase Shift to type A. Work your way around in this area to the northwest and go through the door. Follow this path until you reach a switch. Hit it. Go back and Phase Shift B at the device. Work your way around the northeast side of this room then go south to get [Great Chakra x1]. In the southeast end, go through the door.

In the southeast end here, you can open up a shortcut to the elevator that connects with B6F and 1F. To the north, a terminal and heal spot. Just west of that terminal, a portal you can open to get [Bead of Life x1].

Go back and phase shift back to the original space, then in the room with the space manipulation device, take the north exit. Here, go all the way north and you'll find some stairs down. West of those stairs, a terminal and heal spot. Use them if needed, then head down.

If you can't get past the rock in the middle of the hall to get to the stairs it's because you didn't hit all of the switches on each side of the rock (west, south, and east). You probably missed the east one, which is accessed from stairs down in the northeast part of B6F.

- Horologium B8F

Literally head straight south and go down the stairs. You can deviate to pickup some forma if you want, but this isn't a complicated floor.

- Horologium B9F

Explore the northwest to find [Sacrifice x1] and [Bead of Life x1]. Explore the northeast to find [Amrita Shower x2] and a terminal and heal spot. This is the final save point. Do all of the EX Missions and gear and forma grinding/level grinding/fusion you need to.

West of the terminal is a portal. Go through it. You are now in the area of B9F you accessed earlier and met Gore in. Obviously, the big room there houses Mem Aleph. Equip your Main Character with the Gibo Eyes Sub App if you happen to have it, then go in when ready.

You will want to create a party of mixed alignments with powerful attack and healing skills.

If you want some premade demons and are prepared to probably farm up a lot of money, here is a full varied alignment team that will destroy the final boss without much trouble.

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> Law <
-----

Megami Ishtar [80]
-----
-uC5Wm+j44VvQOKO
wFCyKMm+B+BLkVd-
-----
> Neutral <
-----

Fiend Alice [80]
-----
9R02BGy6yDXn5Y#9
s0hHcss%nh5Mj0WD
-----
> Chaos <
-----

Tyrant King Frost [80]
-----
```

ZnyjPayfhd0CTuo+
ss075Aw8C2Qi9KyH

Anyway, get into that boss room when ready.

< Boss: Mother Mem Aleph >

[HP: 7300 / MP: 9999]
> Nu: Gun, Expel, Curse <

This is the final boss.

She has hit-all elemental spells, Asura's "Asura Roga", Ouroboros' ailment skill "Disaster Cycle", "Mother's Kiss" - a 6-8 hit physical skill, and "Reason's Start" which removes all buffs and debuffs from both sides and then heals her for around 600 HP. Great Flood, which does damage to all party members and lowers your Agility battle statistic by -1.

This boss is serious. You need serious damage output and healing skills to match it. Buff/debuff spells aren't so hot here because of Reason's Start. You'll need to spam your demon's strongest spells.

Jihad is a highly recommended skill, though it comes only from very high level demon's source. High tier elemental and/or almighty skills work too.

Make sure your MC is equipped with the best armor you have, preferably the Dragon Vest from the Fafnir EX mission, and the accessory that will revive you once per battle should you die, Dragon Ring. Keep your MC healthy. At all times.

When you win, another fight.

< Boss: Empty Mem Aleph >

[HP: 9000 / MP: 9999]
Six random sets of resists, changes each turn.
> Wk: Phys / Nu: Expel, Curse / Rf: Elec, Wind <
> Wk: Gun / Nu: Expel, Curse / Rf: Phys, Wind <
> Wk: Fire / Nu: Expel, Curse / Rf: Phys, Gun <
> Wk: Ice / Nu: Expel, Curse / Rf: Gun, Fire <
> Wk: Elec / Nu: Expel, Curse / Rf: Fire, Ice <
> Wk: Wind / Nu: Expel, Curse / Rf: Ice, Elec <

Same skills as last time, plus two more. One is named Mem Aleph, and it will return all demons of a randomly chosen alignment to your stock. This is why you need a varied team in alignment. Second is called simply MA, and it will do an amount of damage equal to the target's current HP and heal Mem Aleph by that amount. This is primarily why you wear the Dragon Ring. It will save you from death from this once if you are the target of it.

The changing resists is why you equip the Gibo Eyes Sub App. It lets you see what is ineffective and by proxy, what is effective.

This fight is exactly like the last one except for the addition of new attacks on her part. She just has more HP. Use the same strategy and mind the target cursor each turn for the resist changes.

If Mem Aleph or MA is used, revive/summon the demon back or better yet if your demons have the Sabbatma or Invitation skills, use those to help get the party back up and running. Don't be afraid to use some heavy restoration items, but don't go crazy because they do carry over to a second cycle.

After you win, that's it. The Neutral ending plays and you're given a choice to save your game to play through again with bonuses while you keep many of

the things you've earned.

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\ Walkthrough: Sector Horologium - Law Path [SJ_WALK-H_L] /
/-----\
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So you've chosen to side with the God of Law and Order, YHVH, Yahweh or whatever you wish to call him, who apparently either wishes to enslave humanity by mind control or to create some kind of hivemind that lives in unity depending on how you see what Mastema and the three wise men are trying to do. Well, Commander Gore doesn't like this choice, so right away you have to fight him!

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< Boss: Meta Gore >
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[ HP: 15000 / MP: 9999 ]
> Wk: Wind / Nu: Expel, Curse / Rf: Phys, Gun <
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Gore is a beast. Fortunately, he only uses Physical and Gun attacks. He has a lot of HP, and is weak to Wind. A team that is Strong to Phys and/or Gun is good. Here's his skill set...

Self-Denial -- Heals him for a few hundred HP and has the same effect as a cast of Tarukaja to boot.

Charge -- Next physical does more than two times as much damage.

Heaven Strike -- Light, random, multiple hits of physical damage.

E.N.D. -- Random physical damage plus chance for Fear status ailment.

Adaptation -- Huge physical damage strike. Seems to only use it after using Charge and will target the main character with it every time. If you are not Strong to Phys and not guarding, you will die. I guarantee this.

"Gore is bursting with power!" -- happens automatically once in the fight and heals him for 7500 HP as well as clearing any debuffs you've stacked onto him.

Rain Strike -- Heavy, random target gun damage.

You'll want a team that can attack with elemental attacks--preferably Wind--and has a good number of the same old, same old buffs and debuffs. Luster Candy or Rakukaja on the buff side and Debilitate or Tarunda/War Cry or Dekaja on the debuff side.

Main Character should be equipped with an armor that is Strong to Phys and perhaps Gun -- "Armor Vest" armor is ideal as it is strong to both. A gun that gives him a wind elemental attack is nice, too, if you're using same-alignment demons to get Co-Op attacks.

Dekaja is needed to remove the attack buff from Gore's Self-Denial if you're not using Debilitate, War Cry Tarunda to lower his attack as you probably should be.

You'll need to use Elemental or Almighty attacks to damage him since he reflects Phys and Gun. Wind + Co-Ops is nice but you'd probably have to make a whole new custom team for exploiting that setup.

This is just a long fight. You should have plenty of Chakra Drops however, and this is a good place to spend them. Gore will heal himself for 7500 HP one or two times throughout this battle, and Gore himself has the highest HP of any boss in the game save the ultimate optional boss.

Zelenin shows up and uses her singing voice on the crew in the scenes after the battle, and a new Main Mission is added in the following scenes. The Three Wise Men will give you the rare Forma [Clement Bell], as well.

- Mission: Find the Four Cosmic Eggs

Take the Clement Bell to the Lab to get the [Unlock D] Main App.

Now it's time to collect those Cosmic Eggs. You'll get a notice about the elevator in Horologium being broken when you go to the deck, but that has nothing to do with the mission for now. Head into Antlia.

- Antlia

On 1F, go to the north end of the floor and unlock the door that opens to your new Unlock D function. Very straight-forward area. When you reach the C-type dark areas (yellow), go through the middle door and look for the exit east, along the south wall. Save at the terminal here, then search the wall to the east for a portal and go through.

You'll meet Wu Kong and have to fight him.

< Boss: Fury Wu Kong >

[HP: 1300 / MP: 9999]
> Wk: Ice, Elec / St: Fire / Nu: Phys, Gun, Expel, Curse <

Just use attacks that are not Phys, Fire, Gun, Expel, or Curse on him. Preferably Ice and Elec for Demon Co-Ops if you'd like. He doesn't have much HP. I killed him in two turns with the Elec shot from my gun and added demon Co-Ops.

You get [Cosmic Egg #1] for winning. Leave Antlia now. Go to Bootes.

- Bootes

Take the elevators in the palace up to 6F. Open the door next to you with the Unlock D function and ride the elevator beyond it up to 8F. Grab the [Soma x2] to the south then go through the door here. Take the door in the southeast of this big room, then go east to the terminal and save. Go north of the terminal, and down the stairs.

Search just south of you for a portal, and go through. Yatagarasu is here, and will give you the the [Cosmic Egg #2] without a fight. Now leave Bootes, and go to Carina.

- Carina

Go up to 2F and phase shift over to dimension B at the south device. Work your way north and go through the door unlocked with the Unlock D App. Save your game at the terminal here, then search for a portal south of the terminal. Go through.

You will meet and have to fight Zhu Yin.

< Boss: Dragon Zhu Yin >

[HP: 1400 / MP: 9999]
> St: Gun / Nu: Expel, Curse <

Simply fire away with Physicals or non-gun attacks. He, like Wu Kong, has very little HP and should die in a few turns. Keep your HP high though, as he knows Megido spells. Buff and debuff spells are worthless as Zhu Yin knows Silent Prayer which removes all buffs and debuffs on both sides.

After the fight, you acquire [Cosmic Egg #3].

You can leave Carina now, or you can explore the phase shift B areas on 2F and 3F to pickup some items -- [Great Chakra x1], [Bead Chain x1], [Bead of Life x1] and [Amrita Shower x2] and THEN leave Carina!

Go to Delphinus next.

- Delphinus 1F

On 1F, you can now open the locked door near Kudlak. More conveyors. Ride the one of the west two to the north, then go east and search for a portal. Go through and hit the switch, then go back out and ride the conveyor to your north. Follow at the turn ahead, go straight south until you stop, then go west and ride the westmost conveyor. When that conveyor stops, search west for a portal and go through it.

Now ride the conveyor north, flip the switch to change the directions of the conveyors back to normal, and ride the conveyor back south, going through the secret door you just opened. Go south down the conveyor, then east past the next conveyor, and after you turn going north, go onto the first conveyor you reach. Go south when that conveyor stops.

You can now use an elevator and open up a short back to the beginning of the floor south of the elevator. Take the elevator up to 9F.

- Delphinus 9F

Search for a portal to the southwest and go through it. In this hallway, there are portals to the west. One going north and one south. Through the south, [Great Chakra x1]. Through the north, a path to a terminal. West of the terminal, search the south wall for a portal. Go through.

You will meet Cherub here, and it will give you [Cosmic Egg #4]. Leave Delphinus afterwards, to the Red Sprite.

The Main Mission "Find the Four Cosmic Eggs" is now complete.

The next objective is to go into Horologium for the final Exotic Matter.

First, though, you may wish to go into Grus and check the room in the 1F phase shift Sanctum A area where Mastema turned Zelenin into an angel. There, you'll meet an archangel who will tell you about a ritual that is going to be performed and mark a spot on your map in Horologium B6F.

- Horologium 1F

Go into Horologium and try to ride the now-fixed elevator. Surt will show up and destroy it, and you will have to fight him.

< Boss: Tyrant Surt >

[HP: 1500 / MP: 9999]
> Wk: Ice / Nu: Expel, Curse / Dr: Fire <

Surt has very little HP. He's weak to Ice and Drains fire. He can cast a fairly painful Agidyne and his basic physical attack hits twice, but really unless your main character is weak to Fire, there's no chance of losing this fight. Honestly. Just kill him with physical, gun, or non-Fire magic.

You'll get the [Destiny Jewel] rare Forma after the battle. Take it back to the Red Sprite's Lab to get the [Gate Search D] function. Now head back into Horologium.

Take the door east of the entrance, and search for a portal in this hall. Through it is a dark area. Go west as far as you can, north as far as you can then south as far as you can, then east two tiles and north two tiles. Go through the door.

Here, take the portal in the far west to get into a new dark area. In this one, go north all the way, east all the way, north all the way, east all the way, then through the door. Ride the elevator here.

B1F has a terminal past some annoying ailment/damage fields, but for now is also a dead end.

B4F has a heal point and some damage/ailment fields, but for now is also a dead end.

Go down to B2F to continue.

- Horologium B2F

Search for an obvious portal to get things going here. It's a linear area. No real puzzling things must be done to traverse it. Go west until you reach an elevator and ride it down to B4F.

- Horologium B4F

Go south into the poison fields, then east, and when you get to the fork, go south. In the damage tiles, go east until you reach a door and go through to get [Summon Stone x1]. Then back in the damage tile patch, go all the way west and search for a portal and go through it. Now the path is clear to get to an elevator. Go up to 1F.

- Horologium 1F

Search the wall to the southeast to open up a shortcut to the very entrance of Horologium. Ignore the stairs as there's only access to an EX Mission from Barong by traversing all of the C-type dark areas down there, and you can't see in C-type dark areas yet.

Go back into the elevator and down to B3F.

- Horologium B3F

Go east and open the portal on the wall. Go east until you reach a fork, then turn and go up the northwest path. Near the end of this path, search the south wall to find a portal. Open it up and go through to get [30000 Macca] and [Bead Chain x1]. Leave the room via the only door. Now go back to the central part of this floor, and take the south path this time. You will reach a Heal Spot and terminal. if you search the west wall 3 tiles above the terminal you can find a portal. Go through it and get [Soma x2] and [Great Chakra x1].

Go east of the terminal and up the stairs.

- Horologium B2F

Annoying, annoying floor full of conveyors. Take them in the following order if you want [Chakra Pot x1]:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go south three tiles, then east to the wall, south to the wall, west one tile, then south onto the conveyor. When this one stops, go two tiles west then step onto the conveyor. Now, go east to the wall, then south onto the conveyor. When this one stops, avoid all conveyors and find your way to a treasure box. You will get the Chakra Pot. You can ride the next conveyor to get back to the start of the floor.

Take them in the following order to take a pitfall back to an area of B3F you can't access elsewhere and get [50000 Macca] from:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go north and ride the conveyor. When it stops, search north for a portal and go through. In here, search the west wall for a portal and go through it. You will ride a conveyor into a pitfall to B3F.

In the west path here in this room, you can find a box at the end with the promised 50000 Macca. The south path from that room leads back to a portal which will open right near the terminal on B3F and therefore the stairs back up to B2F.

Take them in this order to proceed in the dungeon:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go south three tiles, then east to the wall, south to the wall, west one tile, then south onto the conveyor. From here, go west and ride the west conveyor. You can now access a terminal and stairs up to B1F.

- Horologium B1F

Very small area. Just loop around and take the stairs down to B2F.

- Horologium B2F

Literally all you can do in this 1 tile area is take the stairs down.

- Horologium B3F

A very linear pathway. You can find a terminal and a heal spot near the stairs leading down to B4F. Go down.

- Horologium B4F

Head past the D-type locked door, and go east in the hallway there.

Go through the one-way door on the north wall.

This is a big room with 6 doors, 3 on the east, 3 on the west.

Loiter around the northwest-most door until the Moon Phase reads 7/8 and is about to turn Full. Go inside, and two tiles west to teleport.

If the moon phase is NOT full yet, go north one tile, south one tile until it is full. When it hits full, go south all the way to teleport elsewhere.

In this room, unlock and go through both the east and west doors.

Go through the west door to continue. You will come across a set of three doors here. Go through the middle one, then down the small hallway past it to teleport again.

Go directly east and search for a portal. This will unlock a shortcut to this area, and you can find a terminal and Heal Spot beyond. Save, heal, then go back west. You can find in this area [Balm of Rising x2], an elevator, and stairs down.

Use the elevator which leads to 1F. On 1F, you can unlock yet another shortcut to Horologium's very entrance. Go back down. Save and heal, and get ready for a boss battle. The best armor to wear is the "Armor Vest" which is Strong against Phys, Gun, and Curse while weak against Elec. The next boss uses Phys and Gun primarily, with some Fire. Have demons with the standard setup of buffs/debuff like Luster Candy, Debilitate and go down the stairs.

Here are some password demons if needed. It likely won't be cheap.

> Law <


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Tree Yggdrasil [70]      Herald Kazfiel [70]      Yoma Ganesha [70]
-----
SMdgeWoSYVWPpny-        LpV2vBRY-PapudQs        eRF39Pu4rjVdAReo
55WufEAKHyHafAGr        p7udQKNY-eQcwKA2        M0ZM-o%PmP%GQ0Yh

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- Horologium B5F

Attempt to go forward and a scene will trigger with Jimenez. You will now have to eliminate Jimenez because, well, he let the power go to his head and now wants to kill you.

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< Boss: Soil Jimenez >
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[ HP: 8000 / MP: 9999 ]
> Wk: Ice* / St: Gun / Nu: Expel, Curse / Dr: Fire <
* May start to drain it as the fight goes on.

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Jimenez is serious business. If you're not strong to Gun, he may one shot you with his Chaos Tack skill.

You'll want to use the standard buff/debuff strategy and keep in mind not to go past -3 and +3.

His regular attack hits all targets.

Chaos Tack is a random target Gun skill which is ludicrously powerful. Those not strong or better to Gun may be one shot by it before a lot of buffs and debuffs are applied.

Hellfire is a strong fire spell that hits all.

Left Hand is basically Luster Candy. Remove with Dekaja or use Debilitate to offset it by as much as it adds.

Shuffler has a chance to inflict Bomb status on everyone. Dis-Bomb item or Bomdi or Salvation spells will get rid of it.

Dark Matter is high almighty damage to all. He will use it at low HP or on the turn after if you use a reflective spell or item like Attack Mirror or Makarakarn, etc. He'll also use it every turn if you let him use Left Hand all the way to +4, but that shouldn't really ever happen.

Basically buff up with Luster Candy or Rakukaja and debuff him with Tarunda or Debilitate, then use physicals or Ice spells for Co-Ops. If he starts to Drain the Ice spells later in the battle, just use whatever Physical or Almighty or basically anything he doesn't Null/Drain to finish him off. He shouldn't be too hard.

Scene after the fight, then continue.

Go northwest and when you're as far west as you can go, try to walk out south onto "nothingness" to reveal a hidden path which leads to [Bead x2] in a box. Then continue back north. Yeah. A "new" dungeon element-- hidden paths. Some of them give hints as to where you should walk, while some don't.

When you reach an apparent dead end in the center of the floor, try to walk east in the middle of the platform for a hidden path. When you reach yet another apparent dead end, go south. On this path you can go east, to another dead end. Go south, then east, then south on the nothingness to reach a platform with some stairs leading up to B4F.

- Horologium B4F

Search this small area of 4F to acquire rare Forma [Gumonji Mirror].

This can be taken back to the Lab to get the [Enemy Search C] Main App. With it, you can now find even more types of Hidden enemies and Fiends. Go back down to B5F.

- Horologium B5F

At the dead end before the one leading to the stairs, go north then east to reveal more hidden paths. Then north, east, and north. One tile west, turn north and you can reveal a hidden path leading to a box with [Soma x2]. Back on the main path, head west, north, west, north, west.

Here at the dead end path that looks like the floor's entrance, go south, then west, then north to reach stairs down.

- Horologium B6F

Make your way through this simple maze with the blocks that pop up as you approach them. A portal is accessible in the southwest. Go through it.

Here, go west 2 tiles, south 3, east 1, then south onto the invisible walkway.

On it, go south, then west, then south. Go all the way south, and turn east when you can. Go 4 tiles east from when you turned east, then turn north and go north two. A Forma should appear on your map. Loop around to the north side of the forma then go south to grab it. It's [Raven Stone] and will turn into the [Visualizer C] Main App that lets you see in the yellow color "Type C" dark areas. Go back to the hidden gate opened earlier, just past the maze area where the red walls pop up.

From it, head one tile west, then north and you'll step into a hidden area. It's a maze of sorts. Head north until you teleport. Now, you'll have to navigate an annoying teleporter maze here where all teleports lead to the same area and you want to avoid them all.

The solution to it is, from the teleport's destination:

5 tiles west, 1 north, 1 west, 1 north, 2 west, 2 south, 1 east, 1 south, 1 east, 1 south, 1 east, 3 south, 2 west, 2 north, and go through the elevator door. Take it down to B9F.

- Horologium B9F

Find the teleport here in this small area, and use it to reach the east side of B9F. Ride the elevator here back up to B6F.

- Horologium B6F

From here, you can get to the marked spot from earlier and begin the Law exclusive EX Mission by talking to the Cherub at that spot. When the angels all merge into Seraph, accept his request.

• EX Mission: Evil's lingering shadow

Go all the way west and open the portal and go through it. Go two tiles north and search east to find a portal, and go through it. Follow this path to some stairs down to B7F.

- Horologium B7F

Follow the small path here through the door and hit the switch at the end of the path. Go back up to B6F.

- Horologium B6F

Ride the elevator back down to B9F.

- Horologium B9F

Find the teleporter in this small area back to the west side of B9F, and then ride the elevator back up to B6F.

- Horologium B6F

Make your way, again, to the gate near where the maze with popping up red walls is. From it, loop around to a D-type locked door to the south and go through it. Another red walls popping up area here.

In the south is a terminal and heal spot. Look for a portal on the east wall to the northeast, and go through it. Search for yet another portal on the east wall in this new hallway, and go through.

To your east, you can find a box with [Megidola Stone x1]. To the far south is an elevator down, while to the southwest, behind a D-type locked door is a switch to get rid of the red walls that pop up. Hit the switch.

The elevator can be rode down to B7F which is useless for now as a portal opens from the other side of the wall later, and to 1F where you can now open up a shortcut to right near the beginning of Horologium. Do what you need then find the stairs down next to the terminal here on B6F and go down.

- Horologium B7F

Open the door to the north and go through. Yeah, new type of area. Invisible WALLS. This makes it annoying to navigate. Go north until you hit a wall, then east until you hit a wall. South then west from here is [Sacrifice x1] in a box. Now go back east, then north until you hit a wall.

From here, west until you reach a door on the north wall. Open it, go through and hit the switch then go back into the room with invisible walls. Work your way south and west and you'll hit a space manipulation device. Time to go to other areas.

Phase Shift to type A. Work your way around in this area to the northwest and go through the door. Follow this path until you reach a switch. Hit it. Go back and Phase Shift B at the device. Work your way around the northeast side of this room then go south to get [Great Chakra x1]. In the southeast end, go through the door.

In the southeast end here, you can open up a shortcut to the elevator that connects with B6F and 1F. To the north, a terminal and heal spot. Just west of that terminal, a portal you can open to get [Bead of Life x1].

Go back and phase shift back to the original space, then in the room with the space manipulation device, take the north exit. Here, go all the way north and you'll find some stairs down. West of those stairs, a terminal and heal spot. Use them if needed, then head down.

If you can't get past the rock in the middle of the hall to get to the stairs it's because you didn't hit all of the switches on each side of the rock (west, south, and east). You probably missed the east one, which is accessed from stairs down in the northeast part of B6F.

- Horologium B8F

Literally head straight south and go down the stairs. You can deviate to pickup some forma if you want, but this isn't a complicated floor.

- Horologium B9F

Explore the northwest to find [Sacrifice x1] and [Bead of Life x1]. Explore the northeast to find [Amrita Shower x2] and a terminal and heal spot. This is the final save point. Do all of the EX Missions and gear and forma grinding/level grinding/fusion you need to.

West of the terminal is a portal. Go through it. You are now in the area of B9F you accessed earlier and met Gore in. Obviously, the big room there houses Mem Aleph. Equip your Main Character with the Gibo Eyes Sub App if you happen to have it, then go in when ready.

You will want to create a party of mixed alignments with powerful attack and healing skills.

If you want some premade demons and are prepared to probably farm up a lot of money, here is a full varied alignment team that will destroy the final boss without much trouble.

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---
-----
> Law <
-----

Megami Ishtar [80]
-----

-uC5Wm+j44VvQOK0
wFCyKmm+B+BLkVd-

-----
> Neutral <
-----

Fiend Alice [80]
-----

9R02BGy6yDXn5Y#9
s0hHcss%nh5Mj0WD

-----
> Chaos <
-----

Tyrant King Frost [80]
-----

ZnyjPayfhd0CTuo+
ss075Aw8C2Qi9KyH
```

Anyway, get into that boss room when ready.

```
-----
< Boss: Mother Mem Aleph >
-----

[ HP: 7300 / MP: 9999 ]
> Nu: Gun, Expel, Curse <
```

This is the final boss.

She has hit-all elemental spells, Asura's "Asura Roga", Ouroboros' ailment skill "Disaster Cycle", "Mother's Kiss" - a 6-8 hit physical skill, and "Reason's Start" which removes all buffs and debuffs from both sides and then heals her for around 600 HP. Great Flood, which does damage to all party members and lowers your Agility battle statistic by -1.

This boss is serious. You need serious damage output and healing skills to match it. Buff/debuff spells aren't so hot here because of Reason's Start. You'll need to spam your demon's strongest spells.

Jihad is a highly recommended skill, though it comes only from very high level demon's source. High tier elemental and/or almighty skills work too.

Make sure your MC is equipped with the best armor you have, preferably the Dragon Vest from the Fafnir EX mission, and the accessory that will revive you once per battle should you die, Dragon Ring. Keep your MC healthy. At all times.

When you win, another fight.

```
-----
< Boss: Empty Mem Aleph >
-----
```

```
[ HP: 9000 / MP: 9999 ]
Six random sets of resists, changes each turn.
> Wk: Phys / Nu: Expel, Curse / Rf: Elec, Wind <
> Wk: Gun / Nu: Expel, Curse / Rf: Phys, Wind <
> Wk: Fire / Nu: Expel, Curse / Rf: Phys, Gun <
> Wk: Ice / Nu: Expel, Curse / Rf: Gun, Fire <
> Wk: Elec / Nu: Expel, Curse / Rf: Fire, Ice <
> Wk: Wind / Nu: Expel, Curse / Rf: Ice, Elec <
```

Same skills as last time, plus two more. One is named Mem Aleph, and it will return all demons of a randomly chosen alignment to your stock. This is why you need a varied team in alignment. Second is called simply MA, and it will do an amount of damage equal to the target's current HP and heal Mem Aleph by that amount. This is primarily why you wear the Dragon Ring. It will save you from death from this once if you are the target of it.

The changing resists is why you equip the Gibo Eyes Sub App. It lets you see what is ineffective and by proxy, what is effective.

This fight is exactly like the last one except for the addition of new attacks on her part. She just has more HP. Use the same strategy and mind the target cursor each turn for the resist changes.

If Mem Aleph or MA is used, revive/summon the demon back or better yet if your demons have the Sabbatma or Invitation skills, use those to help get the party back up and running. Don't be afraid to use some heavy restoration items, but don't go crazy because they do carry over to a second cycle.

After you win, that's it. The Law ending plays and you're given a choice to save your game to play through again with bonuses while you keep many of the things you've earned.

```
-----
\                                     /
  Walkthrough: Sector Horologium - Chaos Path                      [SJ_WALK-H_C]
/                                     \
-----
```

So you've chosen to side with the demons and their vision of a more primal world as things supposedly used to be, with themselves, many of them old gods at the helm. Gore doesn't like this and decides you must die.

```
-----
< Boss: Meta Gore >
-----
```

```
[ HP: 15000 / MP: 9999 ]
> Wk: Wind / Nu: Expel, Curse / Rf: Phys, Gun <
```

Gore is a beast. Fortunately, he only uses Physical and Gun attacks. He has a lot of HP, and is weak to wind. A team that is Strong to Phys and/or Gun is good. Here's his skill set...

Self-Denial -- Heals him for a few hundred HP and has the same effect as a cast of Tarukaja to boot.

Charge -- Next physical does more than two times as much damage.

Heaven Strike -- Light, random, multiple hits of physical damage.

E.N.D. -- Random physical damage plus chance for Fear status ailment.

Adaptation -- Huge physical damage strike. Seems to only use it after using Charge and will target the main character with it every time. If you are not Strong to Phys and not guarding, you will die. I guarantee this.

"Gore is bursting with power!" -- happens automatically once in the fight and heals him for 7500 HP as well as clearing any debuffs you've stacked onto him.

Rain Strike -- Heavy, random target gun damage.

You'll want a team that can attack with elemental attacks--preferably Wind--and has a good number of the same old, same old buffs and debuffs. Luster Candy or Rakukaja on the buff side and Debilitate or Tarunda/War Cry or Dekaja on the debuff side. You could try without them, but well, he hits very hard if he isn't debuffed.

Main Character should be equipped with an armor that is Strong to Phys and perhaps Gun -- "Armor Vest" armor is ideal as it is strong to both. A gun that gives him a wind elemental attack is nice, too, if you're using same-alignment demons to get Co-Op attacks.

Dekaja is needed to remove the attack buff from Gore's Self-Denial if you're not using Debilitate, War Cry Tarunda to lower his attack as you probably should be.

You'll need to use Elemental or Almighty attacks to damage him since he reflects Phys and Gun. Wind + Co-Ops is nice but you'd probably have to make a whole new custom team for exploiting that setup.

This is just a long fight. You should have plenty of Chakra Drops however, and this is a good place to spend them. Gore will heal himself for 7500 HP one or two times throughout this battle, and Gore himself has the highest HP of any boss in the game save the ultimate optional boss.

After the fight, scenes will play with Jimenez. The main mission objectives of Horologium's Exotic Matter will be updated. You will now need to go talk to Mem Aleph in B9F of Horologium. You'll notice all of the crewmembers have kinda gone bonkers, too. Save and heal up.

If you head into Grus now, you can talk to Grendel who will tell you go to where Maya was. If you do, you will meet Mara. Mara will give you the Chaos exclusive EX Mission. If you killed Grendel earlier, just go straight to where Maya was to meet Mara.

- EX Mission: Mara's desire

Get that if you wish, then head into Horologium.

- Horologium 1F

Head to the elevator and go down to B9F.

- Horologium B9F

Enter the room in the back and talk to Mem Aleph. A new main mission will be added.

- Mission: Find the Four Cosmic Eggs

She will also give you the rare Forma [Clement Bell]. Leave Horologium after the scene.

Go to the Lab to have the Clement Bell turned into [Unlock D] Main App.

You will now need to go Antlia, Bootes, Carina, and Delphinus to progress.

First stop, Antlia.

- Antlia

On 1F, go to the north end of the floor and unlock the door that opens to your new Unlock D function. Very straight-forward area. When you reach the C-type dark areas (yellow), go through the middle door and look for the exit east, along the south wall. Save at the terminal here, then search the wall to the east for a portal and go through.

Wu Kong will be here and will simply give you [Cosmic Egg #1].
Leave Antlia and go to Bootes.

- Bootes

Take the elevators in the palace up to 6F. Open the door next to you with the Unlock D function and ride the elevator beyond it up to 8F. Grab the [Soma x2] to the south then go through the door here.

Take the door in the southeast of this big room, then go east to the terminal and save. Go north of the terminal, and down the stairs.

Search just south of you for a portal, and go through. The missing ship, the Gigantic is before you. Yatagarasu shows up and you'll have to fight it.

< Boss: Avian Yatagarasu x3 >

[HP: 1000 / MP: 9999]

> Wk: Gun, Ice / Nu: Expel, Curse / Dr: Fire <

You could probably win this one with auto-battle if it weren't for their annoying "Ally Call" ability. All they'll do is boost their agility with Sukukaja and then cast Maragidyne. Dekaja them if you find yourself missing too much.

Spread your damage out on them equally and try to kill them within one to two rounds of each other, otherwise the last one will use Ally Call and then two more Yatagarasu with full health will show up. They have about 1000 HP a piece, to gauge how much you should do to each one before firing off a nice hit-all finisher.

Winning gets you [Cosmic Egg #2]. Leave Bootes afterwards, and go to Carina.

- Carina

Go up to 2F and phase shift over to dimension B at the south device. Work your way north and go through the door unlocked with the Unlock D App. Save your game at the terminal here, then search for a portal south of the terminal. Go through. You will meet Zhu Yin here.

He will give you [Cosmic Egg #3] without a fight, just like Wu Kong did.

You can leave Carina now, or you can explore the phase shift B areas on 2F and 3F to pickup some items -- [Great Chakra x1], [Bead Chain x1], [Bead of Life x1] and [Amrita Shower x2] and THEN leave Carina!

Enter Delphinus next.

- Delphinus 1F

On 1F, you can now open the locked door near Kudlak. More conveyors. Ride the one of the west two to the north, then go east and search for a portal. Go through and hit the switch, then go back out and ride the conveyor to your north. Follow at the turn ahead, go straight south until you stop, then go west and ride the westmost conveyor. When that conveyor stops, search west for a portal and go through it.

Now ride the conveyor north, flip the switch to change the directions of the conveyors back to normal, and ride the conveyor back south, going through the secret door you just opened. Go south down the conveyor, then east past

the next conveyor, and after you turn going north, go onto the first conveyor you reach. Go south when that conveyor stops.

You can now use an elevator and open up a short back to the beginning of the floor south of the elevator. Take the elevator up to 9F.

- Delphinus 9F

Search for a portal to the southwest and go through it.

In this hallway, there are portals to the west. One going north and one south. Through the south, [Great Chakra x1]. Through the north, a path to a terminal. West of the terminal, search the south wall for a portal. Go through.

You will meet and have to fight Divine Cherub.

< Boss: Divine Cherub >

[HP: 1200 / MP: 9999]
> Wk: Elec / Nu: Expel, Curse / Rf: Wind <

Another LOW hp "boss." Use Elec attacks for max efficiency with Co-Ops, or just physical/gun attribute skills. You'll win in like 3 rounds tops. He does know Megidola and Mahamaon, though by wearing most armors, the Hama skills can't touch you.

You get [Cosmic Egg #4]. Jimenez will comm you and tell you to go visit Mem Aleph again. Leave Delphinus, and go back to Horologium.

- Horologium 1F

Equip yourself to be strong to or to null both Expel and Curse.

Go into Horologium and try to ride the elevator down to B9F.

Israfel will show up and destroy it, and you will then have to fight him.

< Boss: Herald Israfel >

[HP: 1500 / MP: 9999]
> Wk: Fire / Nu: Ice, Expel, Curse <

He has very little HP as well. What's with these easy bosses? You can take Israfel out with physicals or Fire or whatever you want. He has only about 1500 HP. The problem is that he uses Horn of Fate and that can instantly kill you if you aren't protected against Expel and Curse.

Aside from this, he also knows Luster Candy and Diarahan, so make sure that your damage output isn't weak or you may have trouble killing him as he just heals himself up to full over and over.

You'll get the [Destiny Jewel] rare Forma after the battle. Take it back to the Red Sprite's Lab to get the [Gate Search D] function. Now head back into Horologium.

Take the door east of the entrance, and search for a portal in this hall. Through it is a dark area. Go west as far as you can, north as far as you can then south as far as you can, then east two tiles and north two tiles. Go through the door.

Here, take the portal in the far west to get into a new dark area. In this one, go north all the way, east all the way, north all the way, east all the way, then through the door. Ride the elevator here.

B1F has a terminal past some annoying ailment/damage fields, but for now is also a dead end.

B4F has a heal point and some damage/ailment fields, but for now is also a dead end.

Go down to B2F to continue.

- Horologium B2F

Search for an obvious portal to get things going here. It's a linear area. No real puzzling things must be done to traverse it. Go west until you reach an elevator and ride it down to B4F.

- Horologium B4F

Go south into the poison fields, then east, and when you get to the fork, go south. In the damage tiles, go east until you reach a door and go through to get [Summon Stone x1]. Then back in the damage tile patch, go all the way west and search for a portal and go through it. Now the path is clear to get to an elevator. Go up to 1F.

- Horologium 1F

Search the wall to the southeast to open up a shortcut to the very entrance of Horologium. Ignore the stairs as there's only access to an EX Mission from Barong by traversing all of the C-type dark areas down there, and you can't see in C-type dark areas yet.

Go back into the elevator and down to B3F.

- Horologium B3F

Go east and open the portal on the wall. Go east until you reach a fork, then turn and go up the northwest path. Near the end of this path, search the south wall to find a portal. Open it up and go through to get [30000 Macca] and [Bead Chain x1]. Leave the room via the only door. Now go back to the central part of this floor, and take the south path this time. You will reach a Heal Spot and terminal. If you search the west wall 3 tiles above the terminal you can find a portal. Go through it and get [Soma x2] and [Great Chakra x1].

Go east of the terminal and up the stairs.

- Horologium B2F

Annoying, annoying floor full of conveyors. Take them in the following order if you want [Chakra Pot x1]:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go south three tiles, then east to the wall, south to the wall, west one tile, then south onto the conveyor. When this one stops, go two tiles west then step onto the conveyor. Now, go east to the wall, then south onto the conveyor. When this one stops, avoid all conveyors and find your way to a treasure box. You will get the Chakra Pot. You can ride the next conveyor to get back to the start of the floor.

Take them in the following order to take a pitfall back to an area of B3F you can't access elsewhere and get [50000 Macca] from:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go north and ride the conveyor. When it stops, search north for a portal and go through. In here, search the west wall for a portal and go through it. You will ride a conveyor into a pitfall to B3F.

In the west path here in this room, you can find a box at the end with the promised 50000 Macca. The south path from that room leads back to a portal which will open right near the terminal on B3F and therefore the stairs back up to B2F.

Take them in this order to proceed in the dungeon:

Southmost, west, east, northwest, west, north, east, east, east, then east four tiles south of where that conveyors ends up. Go north 3 tiles of where this one ends up, then go east to the wall. Go south two tiles, then east to and ride the next conveyor. Go south three tiles, then east to the wall, south to the wall, west one tile, then south onto the conveyor. From here, go west and ride the west conveyor. You can now access a terminal and stairs up to B1F.

- Horologium B1F

Very small area. Just loop around and take the stairs down to B2F.

- Horologium B2F

Literally all you can do in this 1 tile area is take the stairs down.

- Horologium B3F

A very linear pathway. You can find a terminal and a heal spot near the stairs leading down to B4F. Go down.

- Horologium B4F

Head past the D-type locked door, and go east in the hallway there.

Go through the one-way door on the north wall.

This is a big room with 6 doors, 3 on the east, 3 on the west.

Loiter around the northwest-most door until the Moon Phase reads 7/8 and is about to turn Full. Go inside, and two tiles west to teleport.

If the moon phase is NOT full yet, go north one til, south one tile until it is full. When it hits full, go south all the way to teleport elsewhere.

In this room, unlock and go through both the east and west doors.

Go through the west door to continue. You will come across a set of three doors here. Go through the middle one, then down the small hallway past it to teleport again.

Go directly east and search for a portal. This will unlock a shortcut to this area, and you can find a terminal and Heal Spot beyond. Save, heal, then go back west. You can find in this area [Balm of Rising x2], an elevator, and stairs down.

Use the elevator which leads to 1F. On 1F, you can unlock yet another shortcut to Horologium's very entrance. Go back down. Save and heal, and get ready for a boss battle. The best armor to wear is the "Life Vest" which is Strong against Wind while weak to Ice. The next boss uses Expel and Wind attacks. Have demons with the standard setup of buffs/debuff like Luster Candy, Debilitate etc. as well as good physicals or Fire attacks if you can get them as well, then go down the stairs to B5F.

Here's some demons if you need them, of course.

> Chaos <

Night Maya [70]

Dragon Quetzalcoatl [70]

Fury Kartikeya [70]

U4YNDHiRAPq3GTkt
6p5Vp89RVsyNkX#d

Bg0j-J+ETtTEqN#H
kqV3V22+U-2H9Nkp

meVD8t627sNQS%Pn
sMvX5N5sxTHUTt7m

- Horologium B5F

Attempt to go forward and a scene will trigger with Mastema. He's kinda pissed at you, but for different reasons than you'd think an angel would be. You have to fight him.

< Boss: Herald Mastema >

[HP: 8500 / MP: 9999]

> Wk: Fire / Nu: Expel, Curse / Rf: Gun, Ice, Wind <

Mastema attacks with Wind, Expel, Almighty, and charm attacks primarily.

Great Lament attempts to charm every party member.

Judgement attempts to Expel instant-kill all party members.

Untainted Wind does Wind damage to all party members.

Mel Faize does almighty damage to all party members.

In addition, he has a regular attack that hits all party members.

He's a big pushover should you use the conventional buff up with Luster Candy and debuff him with Tarunda or Debilitate method and then chop away with physicals or Fire attacks+Co-Ops. Again, do not go above the magical +3/-3 buff/debuff sweet spot because of Dekaja/Dekunda.

The only thing you need to watch out for if using the buff method to defeat Mastema is early in the fight that Great Lament may charm your party members. Remedy this with Dis-Charm or Salvation spell from your demon(s).

Honestly this guy is so, so easy compared to who you fight here on the Law and Neutral paths. He's all talk.

- Herald Mastema fusion is unlocked.

Enjoy the fan-servicey scene between Mastema and everyone's favorite fallen angel, you-know-who. Then continue on.

Go northwest and when you're as far west as you can go, try to walk out south onto "nothingness" to reveal a hidden path which leads to [Bead x2] in a box. Then continue back north. Yeah. A "new" dungeon element-- hidden paths. Some of them give hints as to where you should walk, while some don't.

When you reach an apparent dead end in the center of the floor, try to walk east in the middle of the platform for a hidden path. When you reach yet another apparent dead end, go south. On this path you can go east, to another dead end. Go south, then east, then south on the nothingness to reach a platform with some stairs leading up to B4F.

- Horologium B4F

Search this small area of 4F to acquire rare Forma [Gumonji Mirror]. This can be taken back to the Lab to get the [Enemy Search C] Main App. With it, you can now find even more types of Hidden enemies and Fiends. Go back down to B5F.

- Horologium B5F

At the dead end before the one leading to the stairs, go north then east to reveal more hidden paths. Then north, east, and north. One tile west, turn north and you can reveal a hidden path leading to a box with [Soma x2]. Back on the main path, head west, north, west, north, west.

Here at the dead end path that looks like the floor's entrance, go south, then west, then north to reach stairs down.

- Horologium B6F

Make your way through this simple maze with the blocks that pop up as you

approach them. A portal is accessible in the southwest. Go through it.

Here, go west 2 tiles, south 3, east 1, then south onto the invisible walkway.

On it, go south, then west, then south. Go all the way south, and turn east when you can. Go 4 tiles east from when you turned east, then turn north and go north two. A Forma should appear on your map. Loop around to the north side of the forma then go south to grab it. It's [Raven Stone] and will turn into the [Visualizer C] Main App that lets you see in the yellow color "Type C" dark areas. Go back to the hidden gate opened earlier, just past the maze area where the red walls pop up.

From it, head one tile west, then north and you'll step into a hidden area. It's a maze of sorts. Head north until you teleport. Now, you'll have to navigate an annoying teleporter maze here where all teleports lead to the same area and you want to avoid them all.

The solution to it is, from the teleport's destination:

5 tiles west, 1 north, 1 west, 1 north, 2 west, 2 south, 1 east, 1 south, 1 east, 1 south, 1 east, 3 south, 2 west, 2 north, and go through the elevator door. Take it down to B9F.

- Horologium B9F

Find the teleport here in this small area, and use it to reach the east side of B9F. Ride the elevator here back up to B6F.

- Horologium B6F

If you have the Mara's desire EX Mission, you can find the marked spot in this area. However it may be a good idea to confront Seraph after you open the rest of 6F later on after you press the switch to get rid of the Magma and access the terminal/heal spot. Anyway, to continue...

Go all the way west and open the portal and go through it. Go two tiles north and search east to find a portal, and go through it. Follow this path to some stairs down to B7F.

- Horologium B7F

Follow the small path here through the door and hit the switch at the end of the path. Go back up to B6F.

- Horologium B6F

Ride the elevator back down to B9F.

- Horologium B9F

Find the teleporter in this small area back to the west side of B9F, and then ride the elevator back up to B6F.

- Horologium B6F

Make your way, again, to the gate near where the maze with popping up red walls is. From it, loop around to a D-type locked door to the south and go through it. Another red walls popping up area here.

In the south is a terminal and heal spot. Look for a portal on the east wall to the northeast, and go through it. Search for yet another portal on the east wall in this new hallway, and go through.

To your east, you can find a box with [Megidola Stone x1]. To the far south is an elevator down, while to the southwest, behind a D-type locked door is a switch to get rid of the red walls that pop up. Hit the switch.

The elevator can be rode down to B7F which is useless for now as a portal opens from the other side of the wall later, and to 1F where you can now open up a shortcut to right near the beginning of Horologium. Do what you need then find the stairs down next to the terminal here on B6F and go down.

- Horologium B7F

Open the door to the north and go through. Yeah, new type of area. Invisible WALLS. This makes it annoying to navigate. Go north until you hit a wall, then east until you hit a wall. South then west from here is [Sacrifice x1] in a box. Now go back east, then north until you hit a wall.

From here, west until you reach a door on the north wall. Open it, go through and hit the switch then go back into the room with invisible walls. Work your way south and west and you'll hit a space manipulation device. Time to go to other areas.

Phase Shift to type A. Work your way around in this area to the northwest and go through the door. Follow this path until you reach a switch. Hit it. Go back and Phase Shift B at the device. Work your way around the northeast side of this room then go south to get [Great Chakra x1]. In the southeast end, go through the door.

In the southeast end here, you can open up a shortcut to the elevator that connects with B6F and 1F. To the north, a terminal and heal spot. Just west of that terminal, a portal you can open to get [Bead of Life x1].

Go back and phase shift back to the original space, then in the room with the space manipulation device, take the north exit. Here, go all the way north and you'll find some stairs down. West of those stairs, a terminal and heal spot. Use them if needed, then head down.

If you can't get past the rock in the middle of the hall to get to the stairs it's because you didn't hit all of the switches on each side of the rock (west, south, and east). You probably missed the east one, which is accessed from stairs down in the northeast part of B6F.

- Horologium B8F

Literally head straight south and go down the stairs. You can deviate to pickup some forma if you want, but this isn't a complicated floor.

- Horologium B9F

Explore the northwest to find [Sacrifice x1] and [Bead of Life x1]. Explore the northeast to find [Amrita Shower x2] and a terminal and heal spot. This is the final save point of Horologium, but you won't have to fight the final boss here.

West of the terminal is a portal. Go through it. You are now in the area of B9F you accessed earlier and met Gore in. Obviously, the big room there houses Mem Aleph. Go inside and talk to her.

The main mission Find the Four Cosmic Eggs is now complete. Mem Aleph will give you [EM: Horologium] and a new main mission will be added...

- Mission: Reach the Vanishing Point

The next thing to do is leave Horologium and head for Eridanus.

- Eridanus

I'm sure you know where you need to go. Head up to the TOP floor and save your game. Equip an armor that is not weak to Expel or Curse. Preferably the very powerful Dragon Vest or Mesotes Vests, neither of which have a weakness and both of which are very high Def power. In addition, equip

the main character with the "Dragon Ring" accessory.

If you want some premade demons and are prepared to probably farm up a lot of money, here is a full Chaos team that will destroy the final boss without much trouble, using Phys attacks.

> Chaos <

Kishin Thor [80]	Dragon Huang Long [80]	Lady Xi Wangmu [80]
6va0\$D%CuDJAQWc+	UkYgmqqpkdieJkrq	Zf%0Jj+-K29UwYSo
cYVJb0ZtuBDKKT%C	#QqzfQLtVw6p7NDV	maawjXH0q#yd0n9Y

Head into the Vanishing Point room where you fought Ouroboros much earlier in the game, and the main mission Reach the Vanishing Point concludes. However, you will have someone to fight.

< Boss: Pillar Zelenin >

[HP: 10000 / MP: 9999]
> St: Gun / Nu: Expel, Curse / Rf: Elec <

Zelenin is the final boss of the Chaos path.

Her attacks are as follows:

Wave of Death -- a powerful hit-all Physical attack.

Megido Storm -- a powerful hit-all Elec spell.

Right Hand -- Basically Luster Candy. Counter with Dekaja or offset with Debilitate or Jihad.

Requiem -- Instant kill that can pierce both Tetraja AND Expel and Curse null, but won't have a high chance of hitting if buff/debuffs are properly done. Targets all party members.

Sinner's Song -- almighty damage plus possible charm to all.

Plus her regular attack hits all, as well.

Much like many previous bosses, you'll want to buff up here to begin, preferably with Luster Candy and then debuff Zelenin with what you can -- preferably with either Debilitate or by using the endgame attack skill Jihad which basically huge almighty damage + Debilitate in one. Again, try not to go above +3/-3 buff status. Though with Jihad, you really can't help it on the debuff side but don't worry as you'll simply reapply those stat debuffs while using it on her.

With buffs/debuffs up, Zelenin is very managable and you should only have trouble when she uses Requiem or Sinner's Song, both of which will have very low success rates in killing or charming you when the buffs and debuffs are active. The most important debuff in this fight is to her agility, rather than to her attack power. But Debilitate and Jihad have all debuffs in one, so why not use them if you've got them?

Attack her using Physical, Almighty or anything other than Elec. After using Requiem, she becomes weak to Physical for several rounds. That's when you can spam Co-Ops on her for extra damage via physicals, or just bust out with high end physical skills.

The Dragon Ring will save you from Requiem once should it hit you, though it has a very low chance to assuming you've buffed up and debuffed properly.

Be high 70s or higher with demons of similar levels and this fight should not

really be a problem for you to win.

After you win, that's it. The Chaos ending plays and you're given a choice to save your game to play through again with bonuses while you keep many of the things you've earned.

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  Walkthrough: Sector Grus - East (New Game+)                [SJ_WALK-G_E]
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Grus East

Items	Demons
• Sacrifice x1	• Yoma Valkyrie
• Sacrifice x1	• Yoma Xiuhtecuhtli
• Summon Stone x1	• Nymph Sarasvati
• Great Chakra x1	• Nymph Peri
• Lu Incense x1	• Vile Pachacamac
• Amrita Soda x2	• Raptor Anzu
• Vi Incense x1	• Wood Erllkonig
• Megidola Stone x1	• Fairy Oberon
	• Fairy Titania
	• Beast Ammut
	• Jirae Gogmagog
	• Reaper Persephone
	• Reaper Guedhe
	• Jaki Girimehkala
	• Fallen Gemori
	• Night Succubus
	• Night Wild Hunt
	• Tyrant Loki
	• Tyrant Abaddon
	• Drake Kingu
	• Haunt Kudlak
	• Avian Garuda (Enemy Search A / B)
	• Vile Samael (Enemy Search C)
	• Vile Seth (Enemy Search C)
	• Genma Heimdall (Enemy Search A / B)
	• Reaper Mot (Enemy Search C)
	• Kishin Thor (Enemy Search C)
	• Fiend Pale Rider (Enemy Search A / B / C)
	• Enigma Kangiten (Enemy Search C)

- Grus 1F

This section is for New Game+/ second cycle players only. On your first play, an angel says "This is not the time to open this to man, God will tell me when it is" or some such. This is basically navigational directions to get through the whole second half of Grus accessible from Phase Shift Sanctum A only on a New Game+/second cycle.

First you'll need to do "Marebito, the foreign god" EX Mission for the Gate Search E Main App. With the Gate Search E Main App, you need to have gotten the [Cornucopia] rare Forma discussed earlier in the first Grus section of the walkthrough-- it's in Grus 1F original, non-phase shifted area if you do not have it. Look for a gate search portal in the northwest part of that floor near the Strike Team corpse.

Cornucopia becomes the Unlock E Main App. With the Unlock E Main App, you can now go to that door in Grus Phase Shift A, which leads to the east side of Grus B1F via some stairs going down. You'll pickup a new EX Mission doing that as well from the suspicious Strike Team member in front of the previously

impassable door.

- EX Mission: The mother goddess' gravestone

Beyond the door you will find stairs down to B1F. The "Red Carpet" Sub App is a real big help since this is just a nightmare to navigate and having 0 random encounters will save you a headache when navigating this mess.

- Grus B1F

This is a small area with no real branching paths. Head down the stairs to the east of where you entered.

- Grus B2F

Another area, this time you'll find a terminal in the center and two stairs to take. The northwest stairs leads up to B1F where you can grab [Sacrifice x1] and pitfall back down into the area you were just in. Take the southeast stairs afterwards back up to B1F.

- Grus B1F

Its teleports or pitfalls depending on which path you take here. Take the east one to begin, as the rest are pitfalls to previously visited places. Now take the south path. Then the west. Follow the small path around in here to teleport--there's no option on where to go. Move forward again to teleport, as you are on another small path.

You'll now be in a larger area with actual choices. In it, at the fork here, turn north and go straight north as far as you can to teleport. Another four way area, three pits and one teleport. Head north in it to teleport! Once at the destination, head east to teleport. All you'll be able to do now is navigate this small area until you fall down a pitfall to B2F.

- Grus B2F

Another large yet devoid of much area. There's a terminal, and northeast of it, stairs up. Go up.

- Grus B1F

Go north at the fork here, as the south will just cause a need for back tracking, and you don't want that. At the north side of these hallways, you will find a teleport. After the teleport, you're in more 4-way areas with only one teleporter and 3 pits. Go south to teleport. From here, take the west teleport. Now, take the north one. Loop around in this small area to teleport.

Here, go straight north until you hit a teleport. Go east until you teleport now. You'll only be able to follow a small path into a pitfall from here.

- Grus B2F

All you'll find here is stairs. But first, unlock the hidden gate portal to the southeast of those stairs, then go down them.

- Grus B3F

One way doors. Joy. This one's more annoying though, you have to use the phase shift and screwing up means huge amounts of backtracking to get back and try again.

First, let's get a treasure! Go west two doors, south one, east three, then north one. Grab the box with [Sacrifice x1], then go west a door. You are back at the entrance again.

From the start here, go west three doors. Use the phase shifter and shift over to Sanctum A. Go one door south, and search the east wall here for a secret door. Go through, and from here, go east, east, south, west, south. Search for a secret portal on the east and open it up for later, then go west, then north. Take the stairs up.

- Grus B2F

Nothing to do but go up the stairs to the north here.

- Grus B1F

Straight north of this entrance to B1F, you can find stairs up. To the east and west of those stairs are doors with small rooms containing these items: [Summon Stone x1] and [Great Chakra x1].

South of the stairs going back down that you came from (avoid trying to go into 1 tile corridors to the east, west and far south as they are pitfalls and backtracking sucks and all that) you can find, along the east and west walls, secret portals to small rooms that contain items. You need Gate Search D to open these however, so if you come here early before Horologium you kinda can't get these items. They are: [Lu Incense x1] and [Amrita Soda x2].

You'll want go up the stairs in the north up to 1F when you've got your items from these boxes.

- Grus 1F

Save and heal here before you even think of going into the room to your south. A Strike Team member gives a sort of friendly reminder if you step up to the door. It looks a lot like Maya's room's entrance, doesn't it? Well, there's a reason why. Behind the door...

< Boss: Geist Alilat >

[HP: 3500 / MP: 9999]

> St: Phys / Nu: Gun, Expel, Curse <

One of the optional New Game+ bosses. Only elemental and almighty are going to do you any good here against Alilat. Alilat herself only has four actions. A regular attack, Megidolaon, Concentrate, and Diarahan. Yes, Diarahan. A full freaking heal. She only has about 3500 HP, though.

You'll want to begin the fight concentrating on buffs and debuffs. Luster Candy and Debilitate or Jihad or other real powerful spells. The Megidolaon may hurt so I recommend spamming Mediarahan or Salvation with one demon pretty much every round, or using a Bead Chain if you end a round with too little HP.

At +3/-3 buff status, the Megidolaon shouldn't hurt too much unless Alilat uses Concentrate, in which case you may want to guard if your HPs aren't dangerously low and you'd need to prioritize healing.

The way to win this fight is basically to slam her with very high level demons with Jihad, Big Bang, Megidolaon or Element + Amp spells. There really isn't much strategy involved. If you've got high enough level demons with Jihad, you can probably end this fight in a couple rounds of spamming it. You'll certainly need such demons for the next EX Mission.

• Geist Alilat fusion is unlocked.

You'll be treated to a scene afterwards where the EX Mission "The mother goddess' gravestone" concludes and be given the rare Forma [Nabatea Stone]. If you agree to help what appears to be Metatron afterwards, you'll get yet another new EX Mission.

- EX Mission: False god in chains

Whew. Well, it's time to get cracking on working our way down to B4F of this dungeon. That means going back down through the floors...
Start by heading down to B1F from the stairs here.

- Grus B1F

Go east of the stairs down to B2F which are to the south to fall down a pit.

- Grus B2F

Hey! You know where you are. Right next to the stairs down to B3F.
That's good. Go down them.

- Grus B3F

Go west three doors and phase shift over to Sanctum B. All you can do now is go west and up the stairs.

- Grus B2F

Now a boring part. You need to do some backtracking. Open up the portal here in this small room, then go up the stairs to the southwest. From here, you'll have to tread already covered area by stepping on teleports and falling down pits to get to the northeast stairs down to B3F once again. You've already covered this ground, so I shouldn't need to explain how to do it once again. Just follow the teleporters. Once you get to those stairs, go down them.

- Grus B3F

Yeah, all that backtracking just to get back over to this side... annoying.
Time to go through some one-way doors in a specific order.

Take doors in the following order: West, west, south, west, west, south, east, south. Search the east wall to open a secret portal, and go through it. From here, take the doors north, east, north, north, west, west. You'll be at the space manipulation device again. Set it to the original space now. Go west through the door, and up the stairs.

- Grus B2F

More annoying backtracking... but this time things have to be done differently in order to reach a new destination. Go out the door and take the stairs up to B1F.

- Grus B1F

Yeah, you'll have to take more teleports back to traversed areas. But you'll need to drop down a specific pit this time. Anyway, from this location, go north until you teleport. Go north again and teleport. Go east and teleport. Loop around and drop down the pit.

- Grus B2F

Go up the stairs beyond the terminal.

- Grus B1F

Take the teleport to the north. At the teleport destination, go south to teleport. Now go west to teleport. From here, fall down the pit to either the south or the east.

- Grus B2F

Almost done getting to B4F here... from here, you can access stairs down. First, though, unlock the hidden portal to the southeast of those stairs. Now go down the stairs.

- Grus B3F

This is the southeast B3F east entrance. Due to the unlocked secret portals from before, it is now possible to progress on this floor. Go west three doors, north one, then west two. Consider this spot right here a hub. It has a phase shifter, but to get to the next boss via the elevator you do not need to use it.

From here, if you go north one door you can access the elevator. Take it down... if you dare!... Ok, you won't be in imminent danger just from going down. If you want to go down, go ahead. You won't be able to do anything down there except save/heal unless you have the Enemy Search C Main App.

If you want treasure, well, that's different story. First, I hope you like a lot of backtracking. You know what I told you to consider a hub above? Well, from it, set the Phase Shift to A. Now, go south, grab the [Vi Incense x1], go east and up the stairs.

On B2F, find the hidden portal to the west and go through it. Here's the cool fun part. Backtrack your way to the southeast entrance to B3F. Nope, not kidding. Have fun. There yet? Good. From it, go west three doors, north one, west one. Grab the [Megidola Stone x1] here. Now all you can do is go south and up the stairs.

If you wish to get back down to B4F's elevator, well, first you need to backtrack to the northeast entrance to B3F and reset the phase shifter back to the original, then you need to backtrack to the southeast entrance to B3F and you can finally make your way back to that elevator. Was that treasure really worth it? Probably not.

That's when you can continue to the end of this crazy bonus dungeon by going down the elevator.

- Grus B4F

Just ahead you can find a terminal and heal spot. To do what you need to do down here (fight the big badass and complete the EX Mission) you require the Enemy Search C App from Horologium. If you don't have it yet, leave since you can't do anything here. If you do have it however, go north past the terminal and heal spot and in the northmost room, choose to scan when the game prompts you to.

Actually, don't. Not without being prepared. Really prepared. How prepared? Level 99 prepared. With very good demons. These are mine. They're, well, really expensive. If you max out the analyze gauge on your own versions of these first, you can save yourself some serious dough.

Fiend Alice [99] -----	Megami Ishtar [99] -----	Genma Frost Ace [99] -----
xP7S\$ucME#E+zhM8 +p8#ZB-JuR-z%R-y	7-CtcwPtFKGPQYct 4F6vDw5RGJVX%pUF	DJ5G5KtdKWu#P%K- +38fMJCP0Gib3oLS

In addition, the Solomon Ring accessory is a good choice, along with the Absolute Vest armor and the Peacemaker, Megido Fire or Meteor Dragoon guns. You will also need a number of quality restorative items. Bead Chains, Great Chakras, Beads of Life. Yeah, you should have enough to get you through this fight unless you played the game really underleveled twice and spent them on scraping by bosses. You won't need too many if you use my custom demons, as they have a beastly high Ma stat.

Who is this ultimate boss? The one thought to be the creator god of our world

in gnosticism. Known by names such as as Ialdabaoth, or "the demiurge".
Go on in and scan to begin the fight.

< Boss: Vile Demiurge >

[HP: 20000 / MP: 9999]

Resist set randomly changes every 2 turns during battle

> Wk: Phys / Nu: Expel, Curse / Rf: Gun, Fire, Ice, Elec, Wind <
> Wk: Gun / Nu: Expel, Curse / Rf: Phys, Fire, Ice, Elec, Wind <
> Wk: Fire / Nu: Expel, Curse / Rf: Phys, Gun, Ice, Elec, Wind <
> Wk: Ice / Nu: Expel, Curse / Rf: Phys, Gun, Fire, Elec, Wind <
> Wk: Elec / Nu: Expel, Curse / Rf: Phys, Gun, Fire, Ice, Wind <
> Wk: Wind / Nu: Expel, Curse / Rf: Phys, Gun, Fire, Ice, Elec <

Yes... serious business here. Very serious business indeed.

Demiurge is by far the strongest boss in the game. This is why I suggest the powerful demons, level 99 and good equipment for an easy time. You can only reliably damage him with Almighty attacks. He effectively reflects and nulls all of the rest of them regularly to the point where you'd have to build a team that covers all elements on most demons for any kind of efficiency approaching just spamming the same one or two Almighty attacks. Sad, but true.

The strategy is basically to buff up with Luster Candy to +3 and spam Jihad, while using restoratives on your main character. Begin by using a Tetraja Stone on your main character to prevent any instant-kills via Mahamaon or Mamudoon and if he uses one of those spells, use another Tetraja Stone. In any case, your main character isn't going to cause any kind of significant damage here unless you did the Mysterious device to farm Incense via the boss rush to up him to 99 all stats or something. That isn't needed, though.

As an alternative to Jihad you could also Debilitate him to -3 and then use Big Bang or other almighty skills like Babylon Goblet, Megidolaon, etc. Big Bang only costs 10 less MP than Jihad and the only benefit you'll see is that he deals less damage to you on the turns that he does attack due to the constant -3 to his attack.

Even if you did max your MC's stats out, he can't compare to Jihad-using 90+ Ma demons. Use him to throw items to heal the party and replenish party MP.

Demiurge will spend many of his turns using Dekunda with the Jihad strategy, to remove Jihad's debuffs. He'll spend a few using Diarama which heals him for 900-1200, and your damage output with my password demons will be insane, should you choose to use them. You should only need 1 or 2 Great Chakras or Beads of Life to beat him into submission if you use those demons.

If using lesser demons with 60s, 70s or otherwise below 80 Ma, it will take you much longer to defeat him. Much, much longer. And you'll need more items to heal with, too. Anyway, spam him down with almighty and items, that's basically all there is to it. The hardest part is of course getting a party capable of doing it. A decent amount of grinding is needed. Nowhere near as much as say, Digital Devil Saga ultimate bosses, but still quite a bit.

His attacks include Big Bang, Mamudoon, Mahamaon, Agi Gate, Bufu Gate, Zio Gate, Garu Gate, Luster Candy, Dekunda, and that Disaster Cycle attack that was first seen on Ouroboros and then reused on a few other bosses. But really, you'll probably never even see half of them if you're Jihad spamming him.

• Vile Demiurge fusion is unlocked.

You'll get the choice to either watch the fusion or to stop it.

> What will you do?

- Watch the fusion
- Seal it away

Do whatever you wish. The outcome for you, as the player, is the same. You get your reward. Unless you're Law aligned, anyway. If you're Law aligned and "Watch the fusion," well...

- > Make Demiurge an ally?
- Yes
 - No

Free Demiurge for you.

If you don't choose to allow the fusion to take place, you will get your Chakra Elixir from the female voice that kept telling you to stay the hell away from here instead of from the Demiurge.

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  EX Missions                                [SJ_EXMISSION]
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> EX Missions: Red Sprite <
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Killing time I

Where : Talk to Dent at the Red Sprite's Deck after you have reached Bootes or later in story-progression.

How to complete : The objective is to not be the one who counts to 30. Try to get the numbers 1, 5, 9, 13, 17, 21, 25 and force Dent to pick 30 by being the one who selects 29.

Reward : 1000 Macca. He won't play you again after you win.

Killing time II

Where : Talk to Dent at the Red Sprite's Deck after you enter Delphinus and have completed the Killing time I EX Mission.

How to complete : You'll have to play a game with Dent. It's a game of chance where you want to be the first to get 10 rocks. You can play Add a rock, Counter, and Take two rocks. Countering Take two rocks adds two of the other guy's rocks to yours, while Add a rock cannot be countered. This isn't hard to win. It's just a simple game of chance.

Reward : 2500 Macca. You can play him again as well but he won't give you anymore money if you win again.

Black box retrieval I

Where : Talk to Dent in the Deck and ask him if there's anything you can help with. He'll introduce you to Gekko who asks you to find the Black Boxes of the DEMONICA suits of dead Strike Team members in each sector. This becomes available after entering Carina.

How to complete : You need to find the black boxes in sectors A-D.

In Antlia, the corpse is in the east part of B2F accessible from southeast B1F.
In Bootes, the corpse is in eastern 7F.
In Carina, the corpse is in a small hallway just southeast of the entrance to the sector on 1F.
In Delphinus, the corpse is in a small room with a treasure box on 2F, accessible via the conveyors.

When you have them all, take them back and talk to Dent.

Reward : Gibo Eyes Sub App. Shows you ineffective attacks with an "X" on your target cursor in battle, even if you don't have the enemy analyzed.

Black box retrieval II

Where : Talk to Dent at the Deck after completing the Black box retrieval I EX Mission. You'll again talk to Gekko.

How to complete : You have to collect the Black Boxes from the corpses in sectors E-H for this one.

In Eridanus, the corpse is just outside the teleport maze on 1F.
In Fornax, the corpse is in eastern B2F. You do not need to go into any dark areas to get at it.
In Grus, the corpse is in western 1F, non-phase shifted area. It's easy to find.
In Horologium, the corpse is in northern B2F. You will easily find it when exploring the dungeon normally.

Take them back to talk to Dent after collecting them.

Reward : Copernicus Sub App. Raises the odds of fusion accidents to 100%. Useful for fusing the Zealot clan demons.

The enchanting spirit

Where : Talk to Dent in the Deck and ask him if you can help out with anything to be introduced to Anthony.
This becomes available after entering Delphinus.

How to complete : The hints point clearly to Femme Leanan Sidhe. She can be found in Bootes 1F, outside the palace. Simply talk to her in a random battle, then report back to Dent.

Reward : Ma Incense x2

To see her again...

Where : Dent in the Deck at the Red Sprite. Again, ask if you can help out again and talk to Anthony. Must have completed "The enchanting spirit" EX Mission first.

How to complete : The clues point to the demon Moh Shuvuu. You can find her in random encounters on 2F of Carina. Talk to her in a random battle, then report back to Dent.

Reward : Ag Incense x2

The cool beauty

Where : Again, talk to Dent at the Red Sprite. Again, ask if you can help out. Anthony again. Must have completed the "To see her again..." EX Mission first.

How to complete : The clues point to Yuki Jyorou. She can be encountered on 2F of Delphinus. Talk to her in a random battle. Now report back.

Reward : Lu Incense x2

Dream lover

Where : Dent again, at the Red Sprite. Ask to help out, and talk to Anthony once again. Must have completed "The cool beauty" EX Mission first.

How to complete : The clues point to Lilim. She can be found in Bootes 1F outside the palace, in a random encounter. Talk to her in a random battle, then report back to Dent.

Reward : Vi Incense x2

Waving her back goodbye

Where : Dent at the Red Sprite. Ask to help out and, yes, talk to good old Anthony. Must have completed the "Dream lover" EX Mission first.

How to complete : The clues point to Skogsra, who can be found on the upper floors of Delphinus. Talk to Skogsra during a random battle. Now report back.

Reward : St Incense x2

The camel-mounted noblewoman

Where : Yeah, again from Dent at the Red Sprite. Again, ask to help. Anthony again. Does this man ever give up? Obviously, must have completed the "Waving her back goodbye" EX Mission before you can get this one.

How to complete : The demon you're looking for is Gemori. She can be found in B1F and B2F of Grus. Talk to her in a random battle. Now report back to Dent.

Reward : Lu Incense x2 and Gemori's Note
Gemori's Note is a key item that contains a demon password.

ELELOHIMELOHOELO
HIMSEBAOTH-AMEN

Which is for a level 63 Fallen Gemori with the skills
Lullaby / Me Patra / Laplace Curse.

Lurker in the toilets

Where : Talk to Dent in the Deck after completing Bootes and ask if there's anything you can help with. You'll be introduced to Mia who wants this request fulfilled, something about a "God of the toilets..."

How to complete : You'll have to fight an Enigma Kanbari. He's weak to Physical attacks. This one is stronger than the ones you

can find with Enemy Search in the Carina sector, but still not very difficult.

Reward : Secret Records, a rare Forma that turns into the Enigma Converter Sub App, which allows you to fuse Enigma clan demons.

The mecha-dragon's secret

Where : Talk to Dent at the Red Sprite's Deck late in the game once Horologium opens, and ask if you can help out. He'll introduce you to Tanaka, who asks you to get a part of the mechanical dragon, Fafnir.

How to complete : Find Fafnir in a random battle in Horologium. The dark areas in 1F definitely have a chance to encounter him. You can also find him in the phase shift B area in B7F.

Talk to him during the encounter. You must answer in the following ways:

- 1 -> That's right.
- 2 -> Give me part of your body.
- 3 -> Mere curiosity.

Now he'll ask you which part you want. You can't have them all! You have to pick one.

You can choose the Screw, Scale, or Circuit. Each of them gives a different reward. In my opinion, the Scale gives the best reward. The others are made from more easily-gathered materials, of course. Dragon Vest requires Onogoro Stone, which is pretty rare.

Bring the item back to the Red Sprite afterwards and give it to Tanaka via Dent.

Reward : Dragon Screw : Dragon Fang. (Sword)
Dragon Scale : Dragon Vest. (Armor)
Dragon Circuit : Dragon Ring. (Accessory)

> EX Missions: Antlia <

The little injured faerie

Where : B1F Antlia, near the floor's entrance. A Pixie gives it.

How to complete : Simply hand her a Bead. Many enemies drop this item.

Reward : Pixie Knife (Sword)

Sandman's backup bag

Where : Sandman on B2F of Antlia will give this EX Mission.

How to complete : Talk to a Night Sandman in a random battle. Hand this bag back over to the Sandman who gave the ex mission. Night Sandman can be found in B1F of Antlia.

Reward : Chakra Pot x1

Blue Jet Reclamation

Where : Antlia 1F, near the entrance. After you kill Morax.

How to complete : Go to where you fought Orias earlier and you will meet and have to fight Lorelei.

< Boss: Fairy Lorelei >

[HP: 500 / MP: 9999]

> Wk: Fire / St: Ice / Nu: Expel, Curse <

She's pretty high level if you do this mission as soon as it's available, so you may wish to wait until you've finished Bootes or Carina before doing this.

She's weak to Fire, and will primarily attack using Charm spells and regular attacks, though can heal herself.

• Fairy Lorelei fusion is unlocked.

When you win the fight, go return to where the Strike Team member gave you this mission for your reward.

Reward : Fairy's Harp rare forma. Becomes Sub App "MP recover II".

Faerie land establishment I

Where : In Antlia 1F after acquiring the Unlock B Main App, go to the north end of the floor. If you had completed the injured little faerie EX Mission earlier, you will find a High Pixie here who asks you to bring you fairy clan demons to her to begin a town here. For this mission, you need a Goblin.

How to complete : Hand over a Fairy Goblin demon. Goblin can be recruited in the lower areas of the Bootes palace.

Reward : Sleeping Stone. Becomes the Sub App "Enemy Lullaby."

Faerie land establishment II

Where : Talk to the same High Pixie as last time. Now she wants you to get her a Fairy Silky. This becomes available once you enter Delphinus.

How to complete : Hand over a Fairy Silky demon. Any one will do. They can be recruited in the phase shift A areas of Carina.

Reward : Fragrant Stone. Turns into Sub App "Enemy Challenge."

Faerie land establishment III

Where : Same High Pixie. Now she wants Jack Frost and Pyro Jack. This becomes available when you enter Eridanus.

How to complete : Hand over Fairy Jack Frost and Fairy Pyro Jack. These can be found in Bootes.

Reward : Soothing Stone. Becomes the Sub App "Medic."

Faerie land establishment IV

Where : Yes, the same High Pixie again. Now she wants Spriggan

and Vivian. Available after entering Fornax.

How to complete : Hand over Fairy Spriggen and Fairy Vivian.
Both can be found as random encounters in Eridanus.

Reward : Answerer Knife. (Sword)

Faerie land establishment V

Where : High Pixie wants more demons. Available after entering sector Grus.

How to complete : Hand over Fairy Oberon and Fairy Titania. Both can be found as random encounters in Grus.

Reward : Criticker. (Sword) Also, if you talk to Oberon afterwards in this area, he will give you the Faerie Armor.
He should be in one of the 3x3 rooms southwest of where the High Pixie who gives these missions is.

> EX Missions: Bootes <

Melchom's task I

Where : Talk to Melchom in Bootes 1F.

How to complete : Hand him Chakra Drop x2.

Reward : 4000 Macca.

Melchom's task II

Where : Talk to Melchom in Bootes 1F after completing Delphinus.

How to complete : Hand him Chakra Pot x2.

Reward : 15000 Macca.

Melchom's task III

Where : Talk to Melchom in Bootes 1F after completing Fornax.

How to complete : Hand him Great Chakra x1.

Reward : 40000 Macca and Melchom Ring x1.

Long nose in the air

Where : Talk to Karasu Tengu in Bootes 1F. He wants you to do him a solid by finding Koppa Tengu for him.

How to complete : Go to Antlia B1F or B2F, and look for a Koppa Tengu in a random encounter. Talk to it. Bring the item it'll give you back to Karasu Tengu in Bootes 1F. Now deliver his message back to a random encounter Koppa Tengu in Antlia B1F/B2F. Now again go back to Karasu Tengu.

Reward : 3000 Macca.

The madness of Yggdrasil

Where : Talk to the three Dis in Bootes 1F.

How to complete : Simply accept the mission and allow them to take you to where they want to go.

Reward : Yggdrasil Ring x1.

Escape plan

Where : Southwest Bootes 1F. Requires Gate Search A App to get to. This one becomes available after completing the main mission "Emergency Signal Inquiry" in Bootes, but you may wish to wait until you complete Bootes to attempt it.

How to complete : Take the following path to ensure the best outcome for the trapped Strike Team members: Right, Left, Back, Right. You can mess around if you want and it actually produces a different ending for the Strike Team members, but that is the correct way to get out of the maze and get to where you find the fiend.

Head forward after these choices to trigger a scene. You will now have to fight the fiend, David.

< Boss: Fiend David >

[HP: 1200 / MP: 9999]

> Wk: Elec / St: Fire, Ice / Nu: Expel, Curse <

He is weak to Elec, and uses physical, Fear status ailment, Poison and Curse skills. Might want to wait until after you complete Bootes to do this one, as he's not a pushover. Bring Me Patra Stones and some Dis-Poisons.

• Fiend David fusion is unlocked. *

Reward : Death Omen rare Forma. Turns into Fiend Converter Sub App, allowing fusion of Fiend clan demons.

* Can't fuse Fiends until you have the Fiend Converter.

That unforgettable taste...

Where : Talk to Hariti in the center 3F of Bootes during the Full Moon phase. She's on the east side of the center room with all of the damage tiles. She will only give this EX Mission when you talk to her during a full moon. Some random field demon actually gives you a clue about this.

How to complete : Go to eastern 5F Bootes and search for enemies with Enemy Search. You will find Persephone who will give you the requested Pomegranite. Take it back to Hariti on 3F.

Reward : Rasetsu Vest (Armor)

A sport for gentlemen

Where : Talk to Halphas on 8F of Bootes. He offers to compete with you in some sort of hunting game.

How to complete : In order to ensure victory, you need to collect 9 UMA Skins.

You get one full moon phase to do this. You need to find the hidden UMA Mamedanuki and kill as many as possible in one moon cycle.

- On 8F, go north of where the mission starts to find one.
- Take the elevator down to 6F, and kill one near the first stairway going down.
- Take the elevator down to 5F, then take the next elevator down to 3F. Kill the third one a few steps east, then get back into the elevator and ride it down to 1F.
- Kill the two to the east and the west, then go to the heal spot on 1F to find another and kill it.
- Go up the stairs in northern 1F, and kill the one almost immediately visible, then go back down to 1F.
- Ride the elevators up to 7F, and kill the one near the hidden door leading to Mitra's area.
- Go through the hidden doors to find the 9th and final one.

If you don't take unnecessary movements, you should be able to get all 9 in one moon cycle easily. Report back to Halphas once he announces it's over.

Reward : UMA's Ball. Turns into the UMA Converter Sub App, which allows fusion of UMA clan demons.

Death distilled

Where : Talk to Dionysus on Bootes 1F. Requires the Unlock B Main App to reach him, in the southeast part of the floor.

How to complete : Talk to a Wilder Zhen in a random encounter in Delphinus, then take the Zhen feather back to Dionysus. I was able to easily find Zhen at Delphinus 3F.

Reward : Amrita Soda x1

> EX Missions: Carina <

The snowman's revenge

Where : Talk to Jack Frost in B1F of Carina.

How to complete : Hand him over an Ice Vest. This can be made in the Lab at the Red Sprite for DF Carite x1, UMA Muzzle x3, and Enigma Clay x2.

Reward : • Genma Frost Ace fusion is unlocked.

Frost Cannon (Gun)

Forge! Forge!! Forge!!! I

Where : Carina 1F. In the room where you met Mastema earlier in the game. A dwarf has taken up residence here, and is apparently a blacksmith. He asks you for items to make weapons from.

How to complete : Hand him Cursed Lance x1 (made in the Lab) along with AT Carite II x2, found from Forma Search in Carina. Afterwards, go do things for ten moon cycles until you get an announcement that the dwarf is done, then return to him to collect your reward.

Reward : Hawthorn Spear (Sword)

Forge! Forge!! Forge!!! II

Where : The same dwarf as the first forge mission, in Carina 1F.

How to complete : This time, he wants Nihil x1 (made in the Lab), and Anubis Stone x3. The Anubis Stones are found at fixed locations in Eridanus. They are...

On 2F, accessible from the stairs just west of the entrance to the sector, search the east wall with Gate Search B. Go through, and either use Gate Search C to the north or step through all of the annoying damage/status fields to reach a room to the east with a rare Forma containing [Anubis Stone x2], part of what you need.

On 1F, at the entrance to the teleport maze, take the teleports in the following order: West, south, east, east. Now go up the stairs here. On 2F, go past the poison fields and pickup the Forma, [Anubis Stone x1].

Take these items back to the dwarf and of course, wait ten moon cycles for it to be completed.

Reward : Cursed Sarai (Sword)

Forge! Forge!! Forge!!! III

Where : Once again, the same dwarf as the previous forge missions.

How to complete : Hand the dwarf Murakumo Clone x1 (made in the Lab) and Onogoro Stone x2, found in the lower floors of Horologium with Forma Search B and is quite rare (low chance...). Again, you have to wait ten moon cycles for this to complete once you hand over the goods.

Reward : Amenomurakumo (Sword)

A formal search request

Where : Talk to a goblin in the west area of Carina 4F. Requires Gate Search B to get to.

How to complete : You have to find Cu Chulainn. To do so, first go to Bootes and look for Orthrus in front of the palace area on 1F, right in front of the palace entrance as an Enemy Search reading. Ask him about Cu Chulainn. Next, go to Antlia and go to the room where you fought Morax. You will meet Scathach here, who will tell you that Cu Chulainn is in the area still. Go to the very entrance of Antlia 1F, and to the west you should see an Enemy Search turn up. Inspect it to find Cu Chulainn.

Next, go to Carina 4F and talk to the goblin, then to Cu Chulainn behind where the goblin is to complete this.

Reward : Gae Bolg (Sword) and Knight's Oath key item, which if you look at it has the demon password "Trust".

• Genma Cu Chulainn fusion is unlocked.

You can also pick up [Sacrifice x1] and [Balm of Rising x2] in the room behind where the goblin guarded.

The demon password:

Trust

Is for a level 48 Genma Cu Chulainn with these skills:

Floral Gust / Concentrate / Grand Tack

> EX Missions: Delphinus <

Hawthorn Spear needed

Where : Kresnik in Delphinus 1F, east end.

How to complete : Hand him a Hawthorn Spear. Made in the Lab or via the first Forge! Forge!! Forge!!! EX Mission.

Reward : Belobog Vest (Armor)

Completing this EX Mission gives a small shift of alignment towards Law.

Find a sickle called Pest Crop

Where : Kudlak in Delphinus 1F, west end.

How to complete : Hand him over a Pest Crop, made in the Lab.

Reward : Chernobog Vest (Armor)

Completing this EX Mission gives a small shift of alignment towards Chaos.

The shadow withdraws

Where : Talk to a Strike Team member named McClane in west 3F of Delphinus.

How to complete : Go up to the west end of 4F of Delphinus and northeast of the floor's entrance past a dark area you can find the Strike Team members. Ask to see their hands, and you will then eventually have to fight someone...

< Boss: Human McClane >

[HP: 600 / MP: 9999]

> Nu: Expel, Curse <

He comes with 2 Wilder Nue demons of his own. Not a very difficult fight, to be honest. Just take out his demons and then take out McClane.

The EX Mission is over after the fight.

Reward : Abba Dingo (Gun)

> EX Missions: Eridanus <

The wise man's library I

Where : Talk to Thoth at the entrance of Eridanus.

How to complete : The clue points to Poltergeist, who can be found in B1F of Antlia. Talk to it during a random encounter.

Reward : Odin Passage. (Key Item)

The wise man's library II

Where : Talk to Thoth at the entrance of Eridanus.

How to complete : The clue points to Bifrons, who can be found in 2F of Bootes. Talk to him in a random encounter.

Reward : Tyr Passage. (Key Item)

The wise man's library III

Where : Talk to Thoth at Eridanus' entrance.

How to complete : The clue points to Atropos, who is in Fornax B6F. Talk to her in a random encounter.

Reward : Thor Passage. (Key Item)

The wise man's library IV

Where : Thoth at Eridanus' entrance.

How to complete : The clue points to Melchom, who is in B1F of Antlia. However, you need to do something special. You need to negotiate with him as normal, and then when he asks what you want, say nothing.

Reward : Frey Passage. (Key Item)

The wise man's library V

Where : Thoth again, at Eridanus' entrance.

How to complete : A two-part riddle. First, talk to Vivian at Eridanus TOP. She appears in random encounters there. Next, talk to Surt in a random encounter in Horologium B6F.

Reward : Moon Passage (Key Item) and Divine Sword. (Neutral only)
Also, if you look at all of the passages you can piece together this demon password:

SUNMONTUESWEDNES
THURSFRI SATURDAY

This is for a level 83 Vile Seth that has these skills:

Agidyne / Bufudyne / Ziodyne / Garudyne / Concentrate

Marebito, the foreign god

Where : Talk to Ame no Uzume on 2F of Eridanus to get this one. She's in the southeast shortcut to the central heal spot/

terminal area on 2F.

How to complete : She requires you to find Amaterasu. To do this, you must first be able to access sector Fornax. In Fornax, look for Futotama in the field in the southwest area. He will give you an item, Tamashiro Mirror.

Take that item back to Ame no Uzume in Eridanus, and then from there northwest of Ame no Uzume's location, look for a gate portal that requires Gate Search C to open up. Through that door, talk to the robed figure who you can find with enemy search.

It looks like Kinmamon, but if you use the Tamashiro Mirror when prompted, it's Amaterasu. Mission complete.

Reward : Rare Forma Sound Jewel, which becomes the optional Gate Search E Main App.

The ever-steeper trial I

Where : 3F of Eridanus, behind the west portal unlocked with Gate Search B. Talk to Zouchouten here and agree to his terms. Which are, of course, you cannot enter the battle with any demons that have healing or revival skills.

How to complete : Fight and defeat Zouchouten under these rules. Not hard.

< Boss: Kishin Zouchouten >

[HP: 900 / MP: 9999]
> Wk: Ice / Nu: Fire, Expel, Curse <

900 hp and all he can do is cast Agidyne, Hades Blast and regular attack. You can't have demons with healing skills, but you can still use healing items if you need. Not very difficult here, folks.

• Kishin Zouchouten fusion is unlocked.

Completing this EX Mission gives a small shift of alignment towards Chaos.

Reward : Rare Forma Abacus, which turns into the "Double Down", "Hercules" and "Orion" Sub Apps.

The ever-steeper trial II

Where : 3F of Eridanus, north of where Zouchouten is. You require Gate Search C to open up the door. Talk to Koumokuten, then agree to his terms and fight him. His terms? Your entire party will start with 1 MP.

How to complete : Talk to Koumokuten again and begin the battle. He'll reduce all of your character's MP to 1 then begin.

< Boss: Kishin Koumokuten >

[HP: 1300 / MP: 9999]
> Wk: Wind / Nu: Elec, Expel, Curse <

Defeat Koumokuten. Basically just auto-battle him and heal with items as needed since you start with 1MP. He knows Zidyne and has weak physicals. Nothing to worry about.

- Kishin Koumokuten fusion is unlocked.

Completing this EX Mission gives a small shift of alignment towards Chaos.

Reward : Vajra (Chaos only Sword)

The ever-steeper trial III

Where : 3F of Eridanus, north of where Koumokuten is. You require the Unlock C Main App to open the door. Talk to Jikokuten here and agree to his battle terms, which are that you cannot use any demons with more than 300 Max HP.

How to complete : I basically just went this solo. You can take low level demons with parameter changing spells though, if you want.

< Boss: Kishin Jikokuten >

[HP: 1500 / MP: 9999]
> Wk: Elec / Nu: Wind, Expel, Curse <

Defeat Jikokuten! Jikokuten uses physical and Garudyne. Mostly physical. You could also put lower level demons with debuffs/buffs into your party to help out, but I did it with just my main character. He's easy.

- Kishin Jikokuten fusion is unlocked.

Completing this EX Mission gives a small shift of alignment towards Chaos.

Reward : Monarch Vest (Chaos only Armor)

The ever-steeper trial IV

Where : Eridanus 3F, east of where Jikokuten is. Talk to Bishamonten here. You can only acquire this EX Mission if your current alignment is Chaos, but after it is in your mission log you may freely switch to another alignment. The terms for his fight are that your combined party levels have to be below 150. That includes you.

How to complete : The best way to get around the party level limit is of course to go in by yourself with 1-2 demons, and begin the battle using that party.

< Boss: Kishin Bishamonten >

[HP: 2000 / MP: 9999]
> Wk: Fire / Nu: Ice, Expel, Curse <

Defeat Bishamonten. He isn't very difficult. He's weak to Fire but since it'll likely just be you with one or two demons, you're best off using whatever parameter changing spells available and then auto battling or something. He doesn't have much HP and only uses a weak random Ice spell and rarely Hades Blast.

- Kishin Bishamonten fusion is unlocked.

Reward : Kurikara Blade (Chaos only Sword)

Before the holy battle I

Where : Eridanus 3F, in through the east portal that requires Gate Search B. Talk to Kazfiel here and agree to his battle terms that your demons' total magic stats must add up to less than 60.

How to complete : Accept the mission and then talk to Kazfiel to begin the battle.

< Boss: Herald Kazfiel >

[HP: 1800 / MP: 9999]
> Wk: Elec / Nu: Wind, Expel, Curse]

Use 1-2 demons here obviously so you can actually begin the battle. Kazfiel knows Hades Blast (hit-all Phys), Charge, Rakukaja and Garudyne.

If he uses Charge, you can try to throw up a Tetrakarn or Attack Mirror in hopes that he'll use Hades Blast and reflect enough damage to kill himself with, but it's not really necessary to waste such a precious item on such an easy battle.

EX Mission is over after the fight's done.

Completing this EX Mission gives a small shift of alignment towards Law.

Reward : Paper Sheet, which turns into Sub Apps "Orpheus", "Achilles" and "Theseus."

Before the holy battle II

Where : Eridanus 3F, north of where Kazfiel is. You need Gate Search C to get there. Talk to Aniel here and agree to his battle terms, that you must defeat him in 7 turns.

How to complete : Talk to Aniel once the mission is accepted and choose to begin your fight with him.

< Boss: Herald Aniel >

[HP: 1700 / MP: 9999]
> Wk: Wind / Nu: Elec, Expel, Curse <

Defeat Aniel in under 7 turns. Use your most powerful demons and most powerful skills. Aniel is weak to Wind. This one's easy to do as long as you're powerful enough as there's no actual restrictions, just that you must win in 7 turns or less to complete the EX Mission.

Did you win in under 7 turns? If so, EX Mission complete.

Completing this EX Mission gives a small shift of alignment towards Law.

Reward : Plasma Sword. (Law only)

Before the holy battle III

Where : Eridanus 3F, north of where Aniel is. You need Unlock C Main App to open the door. Talk to Kazfiel and Aniel here, and agree to their terms, which are that your party's average level must be below 45. The main character's level does count towards this average. You must have completed the previous two "Before the holy battle" EX Missions in order for this to be available.

How to complete : Just use your main character with 1-2 good demons and some low level demons with debuff/buff skills to bring the party average level down to be able to begin the battle.

< Boss: Herald Kazfiel and Herald Aniel >

Kazfiel
[HP: 2500 / MP: 9999]
> Wk: Elec / Nu: Wind, Expel, Curse <
Aniel
[HP: 2500 / MP: 9999]
> Wk: Wind / Nu: Elec, Expel, Curse <

They're stronger than when you fought them individually, but it won't be a problem if you apply a lot of debuffs and buffs. Same skills they had last time, too.

- Herald Kazfiel fusion is unlocked.
- Herald Aniel fusion is unlocked.

Completing this EX Mission gives a small shift of alignment towards Law.

Reward : Cleric Robes (Law only Armor)

The holy dragonslayer

Where : Eridanus 3F. Talk to Kazfiel and Aniel after completing "Before the holy battle III". Your current alignment must be Law to acquire this EX Mission, however you may switch alignment after it is in your Extra Mission log and simply complete it whenever you wish. This is recommended if you are going for an ending path that is not Law as the Fiend you fight in this EX Mission stronger than most every single boss in the game save the endgame and New Game+ extra bosses.

How to complete : Go through the door west of them and inspect the middle of the room to fight the "dragon" for them. It's really the fiend, Mother Harlot.

< Boss: Fiend Mother Harlot >

[HP: 3500 / MP: 9999]
> Wk: Wind / Nu: Phys, Expel, Curse / Dr: Elec <

Bring a few Tetraja Stones and be high level with no elec or physical weakness to fight her. She is the strongest Fiend.

Luster Candy and Debilitate to the max and use spells like Garudyne or Killing Wind with same-alignment demons to trigger Co-Ops. She's Weak to wind as you may have guessed by those recommended spells.

She knows Maziodyne, Mamudoon, her regular attack is quite painful and when she gets low on health will begin to use Babylon Goblet, her unique skill which does heavy almighty damage and has a chance to charm those it hits.

- Fiend Mother Harlot fusion is unlocked.

The choice after the battle also affects your alignment if you are not past the alignment lock point of the game yet.

- Finish them. (Law)
- Let them escape. (Chaos)
- Do nothing. (Neutral)

Go back and talk to Kazfiel and Aniel to get your reward which is the best sword in the game, although it is Law only. They'll give you the reward regardless of what choice you made after the battle.

Reward : Ananomi Sword. (Law only)

Fateful aid

Where : Eridanus TOP Floor, in the northeast. You must have previously done "The madness of Yggdrasil" EX Mission. You will find Yggdrasil here, and when you inspect it, will meet Norn. Norn will give this EX Mission.

How to complete : Accept the mission and defeat Yggdrasil in battle!

< Boss: Tree Yggdrasil >

[HP: 1800 / MP: 9999]
> Wk: Fire / Nu: Gun, Expel, Curse <

It is weak to Fire, and can use some multi-hit Physicals. That's, uh... about it. If you're mid 40s or higher, you'll have no trouble here.

- Tree Yggdrasil fusion is unlocked.

Reward : Nornir Ring, and...

- Megami Norn fusion is unlocked.

Tales of investigation

Where : Talk to Dantalian in the field in west Eridanus TOP floor. He'll give you this mission. He's in the west part of the floor. Hard to miss if you've explored the floor.

How to complete : Map out the floors of the areas that Dantalian requests. They are... 1F of Bootes. 2F of Carina. 3F of Delphinus.

Reward : Bookmark. Turns into Sub App "MP regen II".

After finishing this EX Mission, you can talk to Dantalian and he'll offer rewards for mapping individual floors of dungeons. Macca at first, but if you're crazy enough to map every single tile in the game in a single playthrough, you will be rewarded with 5 of each stat Incense.

Fool eat meat!

Where : Talk to Cerberus on Eridanus 2F. Requires Gate Search E to get to him. He's in the northwest side of 2F, which you can access from a gate-portal right near the central hub with the terminal and heal spot.

How to complete : First, talk to Orthrus in a random encounter on Eridanus TOP floor. Now, go back and talk to Cerberus on 2F.

Next, go to Antlia B2F and talk to Oni in a random encounter.

Go back to Cerberus on Eridanus 2F again, and then go to talk to Orthrus in a random encounter on Eridanus TOP again.

Finally, report back to Cerberus on 2F again to complete.

Reward : Dauntless Ring. Horrible reward for all of that run-around.

Can you find my beloved horse?

Where : Odin on 2F Eridanus will give this one. Requires Gate Search E to get to him. He's in the northwest part of the map, sort of near that central hub with the terminal and heal spot. You have to go through a teleport maze north beyond where Cerberus for the "Fool eat meat!" EX Mission was at, but it is incredibly easy to navigate as all ends to it will drop you right near where Odin hangs out.

How to complete : He wants you to give him his Sleipnir back. Just fuse a Holy Sleipnir and hand it over. One working combination is Beast Gryphon + Femme Atropos, both of which can be recruited in Fornax.

Reward : Odin Ring.

> EX Missions: Fornax <

Catch the rabbit!

Where : Talk to Alice in the west part of Fornax B1F. She'll want you to catch a rabbit so that she can play with it. You must catch it within one moon cycle. Nulling Curse by equipping some armor with Null Curse and some elemental spells are recommended as you will have to fight Alice and she is resistant to Phys and Gun type attacks.

How to complete : You have to move quick. From Alice's location, go to the northwest through the one-way door, then go down the stairs to B2F in the northeast.

On B2F, you'll meet the Rabbit. Once you turn south take the first west and drop down the pit to the west.

On B3F, you'll meet the Rabbit again. Go east until you turn, then search the east wall for a gate portal and go on through it. Past the portal, go northeast and drop down the pit.

On B4F, you will meet the Rabbit at the intersection. Turn south at that point and go that direction to drop down the pit to B5F.

On B5F, head north to the wall then go directly west until you reach the dead end. If you did all of this in under one moon cycle, you'll have cornered the rabbit.

Choose what you want during the following scene with Alice and the rabbit, then you'll have to fight the fiend, Alice.

< Boss: Fiend Alice >

[HP: 1500 / MP: 9999]
> St: Phys / Nu: Expel, Curse / Rf: Gun <

She's strong to Phys, reflects Gun, and nulls Curse and Expel. No weakness, but only about 1500 HP. Use elemental spells to attack her. Make sure you null Curse on your main character as she has her unique skill, the most powerful Curse-based instant kill spell "Die For Me!" which has a base 80% chance of success against no resistance. In other words, it would still be 40% against Strong. Ouch.

• Fiend Alice fusion is unlocked.

Reward : Hexagram, which turns into the Forma Search C Main App.

If you chose to help the rabbit by stopping Alice as soon as possible before you fight her, he'll also throw in [Bead Chain x1] for you for being a nice guy who saved him from a crazy little ghost/demon girl. If you watched the whole thing, he'll complain and you're not going to be getting any additional gift obviously.

> EX Missions: Horologium <

Evil's lingering shadow

Where : First, this EX Mission is Law exclusive. You must have chosen the Law path at the beginning of Horologium. Done? First, head into Grus and phase shift over to Sanctum A. From here, head to the room where you met Mastema earlier and he transformed Zelenin. Here, you will meet an archangel, who will tell you about a ritual taking place in Horologium, and will mark your map.

In Horologium B6F, you need to go to that marker. Angels will fuse into Seraph, who will offer this mission.

How to complete : Seraph tells you that a new demon of illusion is appearing where you met Maya. So, yes, go to Grus and to the room where you fought and killed Maya. You will now have to fight Tyrant Mara.

< Boss: Tyrant Mara >

[HP: 2000 / MP: 9999]
> Wk: Fire / St: Phys, Ice, Elec, Wind / Nu: Expel, Curse <

Not very difficult at all. Kill her (yes, her) and then Seraph will show up and reward you afterwards.

• Tyrant Mara fusion is unlocked.

Reward : • Herald Seraph fusion is unlocked.

Seraph tosses in Megido Fire (Law only Gun) as well, and offers to become your demon which you can accept if you have an open demon storage slot.

Mara's desire

Where : First, this EX Mission is Chaos exclusive. You must have chosen the Chaos path at the beginning of Horologium. Done? Head into Grus and go to where Grendel is, he'll tell about a powerful demon hanging out where Maya was in Grus. Go to where you fought Maya and you'll meet the Tyrant Mara.

Mara will offer you a task. Accept it.

IF you chose to kill Grendel earlier during Grus' part of the game by having Zelenin use her song or by outright fighting him, simply head to the room where Maya was and you'll meet Mara to begin this one.

How to complete : Go to Horologium B6F and to the spot that Mara has marked on your map, choose to "Stop the ritual" and then defeat Herald Seraph who shows up.

< Boss: Herald Seraph >

[HP: 2200 / MP: 9999]

> Wk: Ice / St: Phys, Gun / Nu: Expel, Curse / Dr: Fire <

Seraph uses Big Bang, the second most powerful attack in the game, so you'll want to use some Luster Candy and Debilitate to reduce damage to you to a manageable level. After you win, Mara shows up and rewards you.

• Herald Seraph fusion is unlocked.

Reward : • Tyrant Mara fusion is unlocked.

Mara gives you the promised Peacemaker (Chaos only Gun) and she also offers to join you, which you can accept if you have an open demon storage slot.

A measure of forever

Where : Horologium 1F, northwest area. Must go through the dark areas in Horologium B1F to get there. Talk to Barong on the field here.

How to complete : Meet Rangda in a random battle in say, Horologium B4F, and talk to her. She'll give you Rangda Claw. Take it back to Barong on 1F to complete this one.

Reward : Great Chakra x1.

> EX Missions: New Game+ <

Mysterious device

Where : Antlia 1F. Inspect the green pillar device in the north part of the floor before where the fairy village area is.

New Game+ only.

How to complete : Win some of the battles the machine will let you play. These are the area bosses. You get rewards for each of the bosses you kill, plus experience, plus the bosses themselves drop items.

Reward : None. You can keep fighting them over and over again and getting the individual rewards for defeating them, however. This is a good way to level your main character fast if you pull some great demons out of your compendium.

The order is Morax -> Mitra -> Horkos -> Asura
-> Ouroboros -> Tiamat -> Maya -> Mastema
-> Zelenin -> Jimenez -> Mem Aleph (both forms).

The bosses that appear depend on what paths you have cleared on your file in previous playthroughs.

You'll always have Morax, Mitra, Horkos, Asura, Ouroboros, Tiamat, and Maya. Ouroboros is the first form you fight in Eridanus, with the regeneration effect.

Clearing the Law path adds Soil Jimenez and Mem Aleph, if you haven't already gotten Mem Aleph from the Neutral path.

Clearing the Neutral path adds Mem Aleph, if you haven't already gotten Mem Aleph from the Law path.

Clearing the Chaos path adds Mastema and Pillar Zelenin.

If you defeat them all within the turn limits you can get Incense as a reward. If ALL demons are unlocked and you defeat them all in the turn limits, you will receive 1 of every type of Incense every time you complete the "boss rush" here within the turn limits.

The mother goddess' gravestone

Where : Grus 1F Phase Shift Sanctum A. You know the place guarded by an angel who'll just never let you pass? Well, in a new game+/second cycle, a suspicious Strike Team member will be there instead. If you have the Gate Search E and Unlock E Main App functions, talk to this person to begin this EX Mission.

How to complete : You need to go through the now-unlocked second half of Grus behind that door that you'll now be able to pass. Refer to the walkthrough's Grus East section for directions. When you make it to the northmost part of 1F via traversing this part of Grus, you will have to fight Alilat. Defeat her to finish this one.

< Boss: Geist Alilat >

[HP: 3500 / MP: 9999]
> St: Phys / Nu: Gun, Expel, Curse <

One of the optional New Game+ bosses. Only elemental and almighty are going to do you any good here against Alilat. Alilat herself only has four actions. A regular attack, Megidolaon, Concentrate, and Diarahan. Yes, Diarahan. A full freaking heal. She only has about 3500 HP, though.

You'll want to begin the fight concentrating on buffs and

debuffs. Luster Candy and Debilitate or Jihad.
The Megidolaon may hurt so I recommend spamming Mediarahan or Salvation with one demon pretty much every round, or using a Bead Chain if you end a round with too little HP.

At +3/-3 buff status, the Megidolaon shouldn't hurt too much unless Alilat uses Concentrate, in which case you may want to guard if your HPs aren't dangerously low and you'd need to prioritize healing.

The way to win this fight is basically to slam her with very high level demons with Jihad, Big Bang, Megidolaon or Element + Amp spells. There really isn't much strategy involved. If you've got high enough level demons with Jihad, you can probably end this fight in a round or two of spamming it. You'll certainly need such demons for the next EX Mission.

- Geist Alilat fusion is unlocked.

Reward : Rare Forma "Nabatea Stone". Transforms into Sub App "Scanning Zero" which allows you to see dark areas on your automap, and ties into the next EX Mission, False god in chains.

Accepting the False god in chains EX Mission will change your alignment a bit towards Law if you have not already gotten past the point in the game where your alignment is locked.

False god in chains

Where : Grus 1F Phase Shift Sanctum A. After defeating Alilat in the EX Mission "The mother goddess' gravestone", an angel who appears to be Metatron will ask for your help. Should you accept, you will be put onto this EX Mission. Again, this is obviously New Game+/second cycle only.

How to complete : You need to go through B3F of Grus' east area, unlocking the hidden doors and doing a hell of a lot of backtracking and manipulation of the phase shifter to get to the elevator. The elevator leads down to B4F. On B4F, you can fight the ultimate boss of the game, Demiurge. Doing so will complete this EX Mission. Refer to the Grus East section of the walkthrough for details in navigating the dungeon to reach Demiurge, and demon passwords if you lack really strong demons, which you will need.

You need the Enemy Search C Main App to actually fight him.

< Boss: Vile Demiurge >

[HP: 20000 / MP: 9999]

Resist set randomly changes every 2 turns during battle

> Wk: Phys / Nu: Expel, Curse / Rf: Gun, Fire, Ice, Elec, Wind <
> Wk: Gun / Nu: Expel, Curse / Rf: Phys, Fire, Ice, Elec, Wind <
> Wk: Fire / Nu: Expel, Curse / Rf: Phys, Gun, Ice, Elec, Wind <
> Wk: Ice / Nu: Expel, Curse / Rf: Phys, Gun, Fire, Elec, Wind <
> Wk: Elec / Nu: Expel, Curse / Rf: Phys, Gun, Fire, Ice, Wind <
> Wk: Wind / Nu: Expel, Curse / Rf: Phys, Gun, Fire, Ice, Elec <

Yes... serious business here. Very serious business indeed.

Demiurge is by far the strongest boss in the game. This is

why I suggest the powerful demons, level 99 and good equipment for an easy time. You can only reliably damage him with Almighty attacks. He effectively reflects and nulls all of the rest of them regularly to the point where you'd have to build a team that covers all elements on most demons for any kind of efficiency approaching just spamming the same one or two Almighty attacks. Sad, but true.

The strategy is basically to buff up with Luster Candy to +3 and spam Jihad, while using restoratives on your main character. Begin by using a Tetraja Stone on your main character to prevent any instant-kills via Mahamaon or Mamudoon and if he uses one of those spells, use another Tetraja Stone. In any case, your main character isn't going to cause any kind of significant damage here unless you did the Mysterious device to farm Incense via the boss rush to up him to 99 all stats or something. That isn't needed, though.

As an alternative to Jihad you could also Debilitate him to -3 and then use Big Bang or other almighty skills like Babylon Goblet, Megidolaon, etc. Big Bang only costs 10 less MP than Jihad and the only benefit you'll see is that he deals less damage to you on the turns that he does attack due to the constant -3 to his attack.

Even if you did max your MC's stats out, he can't compare to Jihad-using 90+ Ma demons. Use him to throw items to heal the party and replenish party MP.

Demiurge will spend many of his turns using Dekunda with the Jihad strategy, to remove Jihad's debuffs. He'll spend a few using Diarama which heals him for 900-1200, and your damage output with my password demons will be insane, should you choose to use them. You should only need 1 or 2 Great Chakras or Beads of Life to beat him into submission if you use those demons.

If using lesser demons with 60s, 70s or otherwise below 80 Ma, it will take you much longer to defeat him. Much, much longer. And you'll need more items to heal with, too. Anyway, spam him down with almighty and items, that's basically all there is to it. The hardest part is of course getting a party capable of doing it. A decent amount of grinding is needed. Nowhere near as much as say, Digital Devil Saga ultimate bosses, but still quite a bit.

His attacks include Big Bang, Mamudoon, Mahamaon, Agi Gate, Bufu Gate, Zio Gate, Garu Gate, Luster Candy, Dekunda, and that Disaster Cycle attack that was first seen on Ouroboros and then reused on a few other bosses. But really, you'll probably never even see half of them if you're Jihad spamming him.

- Vile Demiurge fusion is unlocked.

You'll get the choice to either watch the fusion or to stop it.

> What will you do?

- Watch the fusion
- Seal it away

Do whatever you wish. The outcome for you, as the player, is the same. You get your reward. Unless you're Law aligned, anyway. If you're Law aligned and "Watch the fusion," well...

- > Make Demiurge an ally?
- Yes
- No

Free Demiurge for you.

Reward : Chakra Elixir. You will get this item regardless of whether you watch the fusion or seal it away.

```
-----\
\ Skills List [SJ_SKILLS] /
/-----\
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```

Demon skills will be listed first, with which demon has them by default and which demon sources have them by default as well for a quick reference when you're trying to make custom demons.
It's sorted by power with single target skills listed first.

Below demon skills at the bottom of this section is a list of the main character's gun skills.

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> Demon Skills: Physical <
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```

Feral Claw

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```

MP Cost : 3
Power : 115
Demon(s) : Raptor Itsumade, Spirit Poltergeist, Haunt Preta
Source(s) : Fairy Goblin

"Light Physical damage, single foe."

Crescent Slice

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```

MP Cost : 4
Power : 120
Demon(s) : Divine Archangel, Jaki Rakshasa, Tyrant Mitra
Source(s) : Brute Oni

"Light Physical damage, single foe."

Lunge

```
-----
```

MP Cost : 5
Power : 130
Demon(s) : Avatar Kamapua'a, Beast Inugami, Jirae Dwarf, Snake Naga,
Foul Slime, Mitama Ara Mitama
Source(s) : Beast Inugami

"Light Physical damage, single foe."

Iron Judgment

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-----
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MP Cost : 6
Power : 150
Demon(s) : Fairy Demonee-ho

Source(s) : None.

"Medium Physical damage, single foe."

Ambush

MP Cost : 7

Power : 150 (300 during first strike)

Demon(s) : Avian Thunderbird, Fairy Goblin, Jaki Grendel

Source(s) : Fairy Goblin, Wilder Jueyuan

"Light Physical damage, single foe. Stronger on a first strike."

Poison Claw

MP Cost : 7

Power : 150 - 60% chance to cause Poison.

Demon(s) : Raptor Zhen, Snake Vouivre, Femme Acheri

Source(s) : Jirae Kwancha, Foul Slime

"Light Physical damage, single foe. May inflict Poison."

Dream Fist

MP Cost : 7

Power : 150 - 60% chance to cause Sleep.

Demon(s) : Fairy Jack Frost, Jirae Tlaltecuhтли

Source(s) : Fallen Bifrons, Brute Azumi

"Light Physical damage, single foe. May inflict Sleep."

Stun Claw

MP Cost : 9

Power : 150 - 35% chance to cause Paralyze.

Demon(s) : Raptor Gurr, Beast Hsing-Hsing, Femme Rangda, Drake Basilisk

Source(s) : Wood Shan Xiao

"Light Physical damage, single foe. May inflict Paralysis."

Fang Breaker

MP Cost : 10

Power : 150 - Modifies enemy Atk parameter by -1.

Demon(s) : Avatar Barong, Brute Oni, Brute Kin-Ki, Drake Tiamat

Source(s) : Night Fomorian

"Light Physical damage, single foe. Reduces attack power."

Mega Claw

MP Cost : 6

Power : 155

Demon(s) : Avatar Chimera, Beast Nekomata, Beast Orthrus, Beast Gryphon,
Haunt Ghouл

Source(s) : Raptor Itsumade

"Medium Physical damage, single foe."

True Lobotomy

MP Cost : 7
Power : 160
Demon(s) : Fury Ares, Kishin Koumokuten, Brute Momunofu, Brute Sui-Ki,
Fiend Red Rider
Source(s) : Snake Naga

"Medium Physical damage, single foe."

Explosive Fist

MP Cost : 8
Power : 165
Demon(s) : Genma Frost Ace, Fairy Spriggan, Jaki Ippon-Datara, Lady Skadi,
Tyrant Horkos, Tyrant King Frost
Source(s) : Avatar Kamapua'a, Fairy Spriggan

"Medium Physical damage, single foe."

Zan-Ei

MP Cost : 9
Power : 200 (300 during New moon phase)
Demon(s) : Raptor Camazotz, Wilder Jueyuan, Jaki Hecatoncheir,
Kishin Takeminakata, Night Wild Hunt
Source(s) : UMA Chupacabra

"Medium Physical damage, single foe. Stronger on a New moon."

Getsu-ei

MP Cost : 9
Power : 200 (300 during Full moon phase)
Demon(s) : Beast Hsing-Hsing, Brute Berserker, Haunt Strigoii,
UMA Mamedanuki, Zealot Aramisaki
Source(s) : Jaki Rakshasa

"Medium Physical damage, single foe. Stronger on a Full moon."

Nihil Claw

MP Cost : 10
Power : 205
Demon(s) : Flight Rukh, Raptor Anzu, Raptor Hresvelgr, Beast Cerberus
Zealot Tezcatlipoca
Source(s) : Raptor Gurr, Beast Orthrus, Beast Gryphon

"Heavy Physical damage, single foe."

Berserker God

MP Cost : 11
Power : 210
Demon(s) : Genma Hanuman, Kishin Jikokuten, Fallen Ose, Brute Ongyo-Ki
Source(s) : Jirae Titan, Fury Ares, Kishin Takeminakata, Brute Momunofu

"Heavy Physical damage, single foe."

Mortal Jihad

MP Cost : 12

Power : 215
Demon(s) : Megami Pallas Athena, Yoma Valkyrie, Avatar Barong, Beast Ammut,
Reaper Orcus, Fury Wu Kong, Kishin Thor, Fallen Mithras
Source(s) : Reaper Orcus, Jaki Rakshasa, Tyrant Moloch

"Heavy Physical damage, single foe."

Rampage

MP Cost : 8
Power : 70 x 1-4 (1-4 hits, random targets)
Demon(s) : Holy Qing Niuguai, Jaki Grendel, Brute Oni, Brute Azumi,
Brute Yamawaro, Tyrant Morax, Drake Zhu Tun She
Source(s) : Avatar Kaiming Shou, Jaki Ippon-Datara, Jaki Grendel,
Brute Yamawaro

"Light Physical damage, random foes."

Giant Slice

MP Cost : 8
Power : 80
Demon(s) : Wilder Jueyuan
Source(s) : Flight Toufei, UMA Chupacabra

"Light Physical damage, all foes."

Heat Wave

MP Cost : 10
Power : 85
Demon(s) : Raptor Camazotz, Genma Tam Lin, Jaki Rakshasa, Fallen Halphas
Source(s) : Avian Phoenix

"Light Physical damage, all foes."

Tyranny

MP Cost : 12
Power : 100 x 1-3 (1-3 hits, 60% chance to cause Fear)
Demon(s) : Vile Taotie, Jaki Wendigo, Brute Berserker, Night Fomorian
Source(s) : Wood Erلكonig, Beast Ammut

"Light Physical damage, random foes. May inflict Fear."

Axel Claw

MP Cost : 14
Power : 110
Demon(s) : Avatar Kaiming Shou, Beast Gyphon, Wilder Pellaidh
Source(s) : Beast Inugami, Haunt Churel, Haunt Ghou1

"Medium Physical damage, all foes."

Megaton Press

MP Cost : 15
Power : 110 x 1-4 (1-4 hits, random foes)
Demon(s) : Holy Qing Niuguai, Jirae Titan, Snake Nozuchi, Wilder Cabracan,
Tyrant Horkos, Tyrant Balor
Source(s) : Holy Qing Niuguai, Snake Nozuchi, Wilder Catoblepas,

Wilder Cabracan, Dragon Gucumatz, Tyrant Morax

"Medium Physical damage, random foes."

Deathbound

MP Cost : 20

Power : 115

Demon(s) : Jirae Tlaltecuhтли, Kishin Zouchouten, Brute Fuu-Ki, Tyrant Asura,
Drake Kingu, Fiend Matador

Source(s) : Tyrant Mitra

"Medium Physical damage, all foes."

Blight

MP Cost : 12

Power : 125 - 60% chance to cause Poison.

Demon(s) : Lady Asherah, Fallen Ose, Spirit Macabre, Fiend David,
Fiend Pale Rider

Source(s) : Raptor Zhen, Raptor Gurr, Fiend David

"Light Physical damage, all foes. May inflict Poison."

Madness Nails

MP Cost : 25

Power : 140

Demon(s) : Avian Garuda, Vile Seth, Drake Nidhoggr

Source(s) : Holy Baihu, Wilder Pellaidh

"Heavy Physical damage, all foes."

Hades Blast

MP Cost : 32

Power : 145

Demon(s) : Herald Kazfiel, Vile Alciel, Reaper Orcus, Jaki Hecatoncheir,
Fury Tonatiah, Fury Susano-O, Kishin Bishamonten, Tyrant Abaddon,
Tyrant Mara

Source(s) : Fallen Ose, Fallen Mithras, Haunt Vetala

"Heavy Physical damage, all foes."

Madness Crush

MP Cost : 30

Power : 150 x 1-4 (1-4 hits, random foes)

Demon(s) : Wilder Fenrir, Jaki Girimehkala, Tyrant Moloch, Drake Fafnir

Source(s) : Wilder Fenrir, Jaki Hecatoncheir, Kishin Thor, Night Wild Hunt,
Tyrant Mara, Drake Fafnir

"Heavy Physical damage, random foes."

Occult Flash

MP Cost : 30

Power : 150 - 50% chance to instantly kill.

Demon(s) : Zealot Masakado

Source(s) : Kishin Thor, Brute Ongyo-Ki, Haunt Vetala, Zealot Masakado

"Light Physical damage, all foes. May instantly kill."

Bomb Knuckle

MP Cost : 15
Power : ??? - Physical damage with 60% chance to cause Bomb.
(Enemy only skill)
Demon(s) : Vile Taotie
Source(s) : N/A

"Light Physical damage, single foe. May inflict Bomb."

> Demon Skills: Gun <

Needle Rush

MP Cost : 3
Power : 110
Demon(s) : Flight Tangatu Manu, Yoma Vodyanik, Vermin Okiku-Mushi,
Vermin Ubu, UMA Mamedanuki
Source(s) : Beast Kaso

"Light Gun damage, single foe."

Armshot

MP Cost : 16
Power : 115 - Modifies target's Atk parameter by -1.
Demon(s) : Fake Demonica-C
Source(s) : None.

"Light Gun damage, single foe. Reduces Attack."

Cripple

MP Cost : 16
Power : 115 - Modifies target's Def parameter by -1.
Demon(s) : Fake Demonica-N
Source(s) : None.

"Light Gun damage, single foe. Reduces Defense."

Legshot

MP Cost : 16
Power : 115 - Modifies target's Ag parameter by -1.
Demon(s) : Fake Demonica-L
Source(s) : None.

"Light Gun damage, single foe. Reduces Agility."

Headshot

MP Cost : 20
Power : 115 - 50% chance to instantly kill.
Demon(s) : Fake Demonica-C
Source(s) : None.

"Light Gun damage, single foe. May instantly kill."

Toxic Sting

MP Cost : 7
Power : 120 - 60% chance to cause Poison.
Demon(s) : Holy Pabilsag, Wilder Manticore
Source(s) : Holy Pabilsag

"Light Gun damage, single foe. May inflict Poison."

Dream Needle

MP Cost : 7
Power : 120 - 60% chance to cause Sleep.
Demon(s) : Femme Clotho, Drake Bai Suzhen, Fiend Alice
Source(s) : Femme Clotho

"Light Gun damage, single foe. May inflict Sleep."

Peter Piper

MP Cost : 9
Power : 120 - 60% chance to cause Mute.
Demon(s) : Holy Airavata, Holy Sphinx, Fairy High Pixie
Source(s) : Fairy High Pixie

"Light Gun damage, single foe. May inflict Mute."

Charm Strike

MP Cost : 9
Power : 120 - 60% chance to cause Charm.
Demon(s) : Nymph Senri, Genma Tam Lin, Night Lilim, Enigma Kama
Source(s) : Night Incubus

"Light Gun damage, single foe. May inflict Charm."

Snipe

MP Cost : 20
Power : 125
Demon(s) : Fake Demonica-L
Source(s) : None.

"Medium Gun damage, single foe."

Hell Thrust

MP Cost : 6
Power : 150
Demon(s) : Divine Power, Holy Pabilsag, Night Incubus
Source(s) : Yoma Vodyanik

"Medium Gun damage, single foe."

Grand Tack

MP Cost : 10
Power : 300
Demon(s) : Tree Kukunochi, Tree Yggdrasil, Yoma Xiuhtecuhtli,
Genma Cu Chulainn, Lady Asherah, Drake Nidhoggr

Source(s) : Megami Scathach, Holy Pabilsag, Genma Cu Chulainn

"Heavy Gun damage, single foe."

Riot Gun

MP Cost : 30
Power : 500
Demon(s) : Deity Vishnu
Source(s) : Deity Vishnu, Genma Kresnik

"Severe Gun damage, single foe."

Needle Assault

MP Cost : 7
Power : 75
Demon(s) : Tree Haoma, Wood Skogsra, Avatar Makami, Enigma Kanbari
Source(s) : Flight Tangatu Manu

"Light Gun damage, all foes."

Airstrike

MP Cost : 15
Power : 75
Demon(s) : Fake Demonica-N
Source(s) : None.

"Light Gun damage, all foes."

Arrow Rain

MP Cost : 14
Power : 105
Demon(s) : Herald Victor, Megami Scathach, Vermin Arachne, Lady Diana,
Fiend White Rider, Zealot Ogun
Source(s) : Divine Power, Wood Skogsra, Wilder Manticore, Fallen Halphas,
Night Wild Hunt, Zealot Ogun

"Medium Gun damage, all foes."

Shooting Spree

MP Cost : 12
Power : 120 x 1-3 (1-3 hits, 60% chance to cause Strain)
Demon(s) : Vermin Myrmecolion
Source(s) : Vermin Myrmecolion

"Light Gun damage, random foes. May inflict Strain."

Heaven's Bow

MP Cost : 24
Power : 135
Demon(s) : Divine Cherub, Genma Kresnik, Reaper Nergal, Fury Kartikeya,
Enigma Kama
Source(s) : Herald Victor, Enigma Kama

"Heavy Gun damage, all foes."

Fleeting Rain

MP Cost : 30
Power : 150 x 2-4 (2-4 hits)
Demon(s) : Wood Erllkonig, Lady Xi Wangmu, Enigma Kangiten, Zealot Masakado
Source(s) : Genma Heimdall

"Heavy Gun damage, random foes."

> Demon Skills: Fire <

Agi

MP Cost : 3
Power : 110
Demon(s) : Raptor Onmoraki, Raptor Itsumade, Fairy Pixie, Fairy Pyro Jack,
Beast Kaso, Jirae Hua Po
Source(s) : Haunt Mou-Ryo

"Light Fire damage, single foe."

Agilao

MP Cost : 6
Power : 120
Demon(s) : Beast Nekomata, Jirae Bugaboo, Jaki Rakshasa, Kishin Zouchouten,
Night Kaiwan, Spirit Inferno
Source(s) : Yoma Shiwan, Dragon Gucumatz, Fallen Bifrons, Prime Flaemis

"Medium Fire damage, single foe."

Agidyne

MP Cost : 10
Power : 200
Demon(s) : Divine Throne, Deity Omoteotl, Beast Cerberus, Femme Dakini,
Tyrant Surt, Drake Kingu
Source(s) : Avian Yatagarasu, Raptor Huoniao, Wood Zaccoum, Deity Inti,
Snake Vouivre, Jaki Black Frost, Fury Tonatiuh, Femme Dakini,
Tyrant Asura, Spirit Inferno, Prime Salamander, Zealot Ogun

"Heavy Fire damage, single foe."

Trisagion

MP Cost : 20
Power : 250
Demon(s) : Herald Azrael, Dragon Quetzalcoatl
Source(s) : Deity Omoteotl, Fiend Red Rider

"Severe Fire damage, single foe."

Fire Breath

MP Cost : 19
Power : 60 x 1-4 (1-4 hits, random foes)
Demon(s) : Avian Phoenix, Avian Feng Huang, Raptor Huoniao, Wood Zaccoum,
Beast Orthrus, Lady Dzelarhons
Source(s) : Beast Orthrus

"Light Fire damage, random foes."

Maragi

MP Cost : 10
Power : 70
Demon(s) : Yoma Shiwanna, Fairy Pyro Jack, Jirae Hua Po, Lady Pele,
Fallen Bifrons, Prime Flaemis, Zealot Ogun
Source(s) : Raptor Onmoraki, Raptor Itsumade, Fairy Pyro Jack, Beast Kaso,
Fallen Melchom, Prime Flaemis, Zealot Ogun

"Light Fire damage, all foes."

Maragion

MP Cost : 18
Power : 110
Demon(s) : Deity Inti, Genma Tlaloc, Snake Vouivre, Tyrant Asura,
Tyrant Balor, Prime Salamander
Source(s) : Avian Phoenix, Avatar Chimera

"Medium Fire damage, all foes."

Maragidyne

MP Cost : 30
Power : 160
Demon(s) : Megami Amaterasu, Avian Yatagarasu, Yoma Xiuhtecuhtli,
Fury Tonatiuh, Lady Asherah, Fiend Red Rider
Source(s) : Avian Feng Huang, Yoma Xiuhtecuhtli

> Demon Skills: Ice <

Bufu

MP Cost : 3
Power : 110
Demon(s) : Flight Tangata Manu, Nymph Apsaras, Fairy Jack Frost,
Jirae Knocker, Drake Zhu Tun She, Prime Aquans
Source(s) : Flight Tangata Manu

"Light Ice damage, single foe."

Bufula

MP Cost : 6
Power : 150
Demon(s) : Fairy High Pixie, Fairy Silky, Jirae Bogaboo, Jaki Wendigo,
Brute Sui-Ki, Drake Bai Suzhen
Source(s) : Nymph Apsaras, Fairy Silky, Jaki Gremlin, Drake Zhu Tun She,
Prime Aquans

"Medium Ice damage, single foe."

Bufudyne

MP Cost : 10
Power : 200
Demon(s) : Deity Omoteotl, Genma Frost Ace, Snake Gui Xian, Snake Orochi,

Reaper Hel, Jaki Black Frost
Source(s) : Genma Frost Ace, Snake Gui Xian, Jaki Black Frost, Lady Skadi,
Brute Sui-Ki, Prime Undine

"Heavy Ice damage, single foe."

Ice Breath

MP Cost : 19
Power : 60 x 1-4 (1-4 hits, random foes)
Demon(s) : Raptor Hresvelgr, Wood Shan Xiao, Snake Yurlungur, Dragon Makara
Source(s) : Jirae Sudama, Wilder Fenrir

"Light Ice damage, random foes."

Mabufu

MP Cost : 10
Power : 70
Demon(s) : Fairy Jack Frost, Jirae Sudama, Jaki Gremlin, Prime Undine
Source(s) : Fairy Jack Frost, Jirae Knocker, Prime Aquans

"Light Ice damage, all foes."

Breath

MP Cost : 20
Power : 70 x 1-5 (1-5 hits, random foes)
Demon(s) : Fairy Demonee-ho
Source(s) : None.

"Heavy Ice damage, random foes."

Glacial Blast

MP Cost : 20
Power : 80 x 1-4 (1-4 hits, random foes)
Demon(s) : Deity Odin, Kishin Bishamonten, Fiend Black Rider, Zealot Attis
Source(s) : Deity Omoteotl, Fiend Black Rider

"Heavy Ice damage, random foes."

Mabufula

MP Cost : 18
Power : 110
Demon(s) : Megami Tlazolteotl, Flight Rukh, Fairy Vivian, Lady Sedna,
Femme Yuki Jyorou
Source(s) : Fairy Vivian, Reaper Hel, Jaki Wendigo, Lady Sedna

Cold World

MP Cost : 65
Power : 150 - 15% chance to instantly kill
Demon(s) : Tyrant King Frost
Source(s) : Raptor Hresvelgr, Lady Skadi

"Heavy Ice damage, all foes. May instantly kill."

Mabufudyne

MP Cost : 30
Power : 160
Demon(s) : Nymph Sarasvati, Vile Pales, Lady Skadi, Tyrant Loki, Drake Tiamat
Source(s) : Flight Rukh

"Heavy Ice damage, all foes."

> Demon Skills: Elec <

Zio

MP Cost : 3
Power : 110
Demon(s) : Holy Heget, Snake Naga, Night Sandman, Night Lilim,
Night Fomorian, Prime Erthys
Source(s) : Yoma Koppa Tengu, Holy Heget

"Light Electric damage, single foe."

Zionga

MP Cost : 6
Power : 150
Demon(s) : Divine Principality, Avatar Shiisaa, Genma Tlaloc, Jirae Bogaboo,
Wilder Raiju, Kishin Koumokuten, Brute Kin-Ki
Source(s) : Avian Hamsa, Wilder Raiju, Prime Erthys

"Medium Electric damage, single foe."

Ziodyne

MP Cost : 10
Power : 200
Demon(s) : Herald Aniel, Raptor Anzu, Holy Baihu, Wilder Manticore,
Lady Black Maria, Kishin Thor, Drake Mushussu
Source(s) : Herald Aniel, Raptor Anzu, Deity Inti, Snake Vouivre, Wilder Nue,
Fallen Decarabia, Brute Kin-Ki, Prime Gnome, UMA Kuda

"Heavy Electric damage, single foe."

Shock

MP Cost : 19
Power : 60 x 1-4 (1-4 hits, random foes)
Demon(s) : Avatar Chimera, Fairy Spriggan, Jirae Gogmagog, Wilder Nue,
Spirit Legion
Source(s) : Wilder Raiju

"Light Electric damage, random foes."

Mazio

MP Cost : 10
Power : 70
Demon(s) : Avian Hamsa, Yoma Vodyanik, Wilder Raiju, Night Lilim
Source(s) : Night Sandman, Night Fomorian, Prime Erthys

"Light Electric damage, all foes."

Mazinga

MP Cost : 18
Power : 110
Demon(s) : Avian Thunderbird, Vile Mishaguji, Deity Inti, Snake Ouroboros,
Dragon Patrimpas, UMA Kuda
Source(s) : Fairy Spriggan

"Medium Electric damage, all foes."

Charming Bolt

MP Cost : 65
Power : 110 - 25% chance to Charm.
Demon(s) : Night Lilith
Source(s) : Deity Hachiman, Fury Shiva

"Heavy Electric damage, all foes. May inflict Charm."

Thunder Reign

MP Cost : 20
Power : 125
Demon(s) : Deity Odin
Source(s) : Avatar Chimera, Fairy Titania, Fiend White Rider

"Heavy Electric damage, all foes."

Maziodyne

MP Cost : 30
Power : 160
Demon(s) : Wood Erkonig, Deity Hachiman, Fairy Titania, Fiend White Rider,
Fiend Mother Harlot
Source(s) : Holy Baihu, Snake Ouroboros, Wilder Manticore, Drake Mushussu

"Heavy Electric damage, all foes."

> Demon Skills: Wind <

Garu

MP Cost : 3
Power : 110
Demon(s) : Yoma Koppa Tengu, Brute Yamawaro, Prime Aeros
Source(s) : Spirit Poltergeist

"Light Wind damage, single foe."

Garula

MP Cost : 6
Power : 150
Demon(s) : Avian Suparna, Divine Virtue, Raptor Moh Shuvuu, Jirae Bagaboo,
Kishin Takeminakata, Night Incubus, Prime Sylph
Source(s) : Vile Mishaguji, Prime Aeros

"Medium Wind damage, single foe."

Garudyne

MP Cost : 10
Power : 200
Demon(s) : Herald Kazfiel, Megami Scathach, Avian Garuda, Raptor Gurr,
Raptor Hresvelgr, Fairy Oberon, Dragon Long, Kishin Jikokuten,
Brute Fuu-Ki
Source(s) : Herald Kazfiel, Megami Scathach, Flight Toufei, Yoma Dis,
Dragon Long, Kishin Takeminakata, Brute Fuu-Ki, Prime Sylph

"Heavy Wind damage, single foe."

Killing Wind

MP Cost : 20
Power : 250
Demon(s) : Herald Mastema, Yoma Ganesha, Fury Susano-0, Fiend Pale Rider
Source(s) : Avian Garuda, Fiend Pale Rider

"Severe Wind damage, single foe."

Wind Breath

MP Cost : 19
Power : 60 x 1-4 (1-4 hits, random foes)
Demon(s) : Flight Toufei, Yoma Karasu Tengu, Dragon Patrmpas, Spirit Pisaca
Source(s) : Raptor Moh Shuvuu

"Light Wind damage, random foes."

Magaru

MP Cost : 10
Power : 70
Demon(s) : Megami Hathor, Megami Fortuna, Flight Harpy
Source(s) : Yoma Koppa Tengu, Brute Yamawaro, Prime Aeros

"Light Wind damage, all foes."

Magarula

MP Cost : 18
Power : 110
Demon(s) : Yoma Dis, Nymph Senri, Vile Pachacamac, Genma Kurama Tengu,
Fallen Orias, Fallen Dantalian
Source(s) : Yoma Karasu Tengu

"Medium Wind damage, all foes."

Floral Gust

MP Cost : 65
Power : 150 - 35% chance to cause Mute.
Demon(s) : Genma Cu Chulainn
Source(s) : Yoma Ganesha, Reaper Mot

"Heavy Wind damage, all foes. May inflict Mute."

Magarudyne

MP Cost : 30

Power : 160
Demon(s) : Flight Da Peng, Reaper Persephone, Reaper Mot, Femme Rangda,
Zealot Tezcatlipoca
Source(s) : Nymph Senri, Holy Sphinx, Reaper Persephone

"Heavy Wind damage, all foes."

> Demon Skills: Expel <

Hama

MP Cost : 6
Power : N/A - 30% chance to instantly kill.
Demon(s) : Divine Angel, Divine Archangel, Divine Principality,
Yoma Karasu Tengu, Holy Apis, Tyrant Mitra
Source(s) : Divine Angel, Divine Cherub

"Chance of instant Expel death, single foe."

Hamaon

MP Cost : 10
Power : N/A - 55% chance to instantly kill.
Demon(s) : Divine Virtue, Genma Kresnik, Reaper Nergal, Fallen Mithras,
Femme Atropos
Source(s) : Divine Dominion, Genma Frost Ace

"High chance of instant Expel death, single foe."

Mahama

MP Cost : 18
Power : N/A - 30% chance to instantly kill.
Demon(s) : Divine Power, Divine Dominion, Genma Kurama Tengu, Enigma Kanbari
Source(s) : Tyrant Mitra, Enigma Kanbari

"Chance of instant Expel death, all foes."

Mahamaon

MP Cost : 30
Power : N/A - 55% chance to instantly kill.
Demon(s) : Herald Aniel, Divine Throne, Divine Cherub, Dragon Huang Long
Source(s) : Avatar Anubis, Genma Kresnik, Reaper Nergal, Fallen Mithras,
Femme Atropos

"High chance of instant Expel death, all foes."

Judgment Light

MP Cost : 45
Power : N/A - 80% chance to instantly kill.
Demon(s) : Herald Metatron, Avatar Anubis
Source(s) : Herald Metatron

"High chance of instant Expel death, all foes."

> Demon Skills: Curse <

Mudo

MP Cost : 6
Power : N/A - 30% chance to instantly kill.
Demon(s) : Beast Katakirauwa, Vermin Okiku-Mushi, Vermin Ubu, Lady Sedna,
Tyrant Mitra, Haunt Ghoul
Source(s) : Beast Katakirauwa, Spirit Dybbuk

"Chance of instant Curse death, single foe."

Mudoon

MP Cost : 10
Power : N/A - 55% chance to instantly kill.
Demon(s) : Herald Azrael, Jirae Bugaboo, Reaper Guedhe, Reaper Nergal,
Vermin Mothman, Fallen Mithras, Femme Atropos, Spirit Macabre,
Haunt Kudlak
Source(s) : Vile Baphomet, Vile Pachacamac, Vermin Arachne, Fury Tonatiuh,
Lady Skadi, Haunt Mou-Ryo, Haunt Ghoul

"High chance of instant Curse death, single foe."

Mamudo

MP Cost : 18
Power : N/A - 30% chance to instantly kill.
Demon(s) : Vile Baphomet, Lady Dzelarhons, Femme Dakini, Night Wild Hunt,
Fiend David
Source(s) : Vile Pales, Wood Mandrake, Fury Tonatiuh, Tyrant Mitra

"Chance of instant Curse death, all foes."

Mamudoon

MP Cost : 30
Power : N/A - 55% chance to instantly kill.
Demon(s) : Avatar Anubis, Reaper Hel, Jaki Black Frost, Fiend Pale Rider,
Fiend Mother Harlot
Source(s) : Avatar Anubis, Reaper Hel, Reaper Guedhe, Reaper Nergal,
Jaki Black Frost, Vermin Mothman, Fallen Mithras, Femme Atropos,
Femme Dakini, Haunt Kudlak

"High chance of instant Curse death, all foes."

Die For Me!

MP Cost : 45
Power : N/A - 80% chance to instantly kill.
Demon(s) : Fiend Alice
Source(s) : Fiend Alice

"High chance of instant Curse death, all foes."

> Demon Skills: Almighty <

Eternal Rest

MP Cost : 15
Power : N/A - Kills all foes and allies afflicted by Sleep.
Demon(s) : Femme Yuki Jyorou, Femme Atropos
Source(s) : Fallen Gemori, Femme Yuki Jyorou

"Kills sleeping targets, all."

Horn of Fate

MP Cost :
Power : N/A - 90% chance to instant kill all enemies with Expel or Curse.
10% chance to instant kill all allies with Expel or Curse.
Demon(s) : Herald Israfil, Genma Heimdall, Fiend Trumpeter
Source(s) : Genma Heimdall

"May cause expel- or curse- element death to random foes."

Mana Drain

MP Cost : 2
Power : 75
Demon(s) : Flight Gu Huo Niao, Night Lilith, Tyrant Horkos, Haunt Churel,
Haunt Kudlak
Source(s) : Raptor Camazotz, Night Lilith

"Light Almighty damage, single foe. Drains MP."

Life Drain

MP Cost : 2
Power : 100
Demon(s) : Femme Acheri, Drake Nidhoggr, Spirit Pisaca, Haunt Strigoii,
UMA Chupacabra
Source(s) : Haunt Strigoii, UMA Chupacabra

"Light Almighty damage, single foe. Drains HP."

Energy Drain

MP Cost : 4
Power : 100
Demon(s) : Reaper Orcus, Lady Hariti, Night Succubus, Tyrant Tzitzimitl,
Fiend Alice
Source(s) : Lady Hariti, Night Succubus, Haunt Kudlak, Fiend Alice

"Light Almighty damage, single foe. Drains HP and MP."

Kamikaze

MP Cost : 3
Power : 200 - Kills user.
Demon(s) : Raptor Huoniao, Haunt Mou-Ryo
Source(s) : Spirit Pisaca

"Heavy Almighty damage, single foe. Kills the caster."

Desperate Hit

MP Cost : 40

Power : 100 x 1-5 (1-5 hits, random foes)
Demon(s) : Fairy Demonee-ho
Source(s) : None.

"Medium Almighty damage, random foes."

Last Resort

MP Cost : 4
Power : 150 - Kills user.
Demon(s) : Tyrant Balor, Spirit Legion
Source(s) : Raptor Huoniao, Tyrant Balor, Spirit Legion

"Heavy Almighty damage, all foes. Kills the caster."

Megido

MP Cost : 20
Power : 200
Demon(s) : Herald Victor, Megami Parvati, Divine Dominion, Reaper Guedhe,
Dragon Gucumatz, Fallen Decarabia, Enigma Kinmamon
Source(s) : Divine Throne, Vile Taotie, Fallen Decarabia

"Light Almighty damage, all foes."

Sea of Chaos

MP Cost : 45
Power : 200 - 400 against Law targets.
Spell hits all foes AND allies.
Demon(s) : Fury Susano-0, Zealot Tezcatlipoca
Source(s) : Fury Susano-0

"Light Almighty damage, all. Strong against Law."

Judgement

MP Cost : 45
Power : 200 - 400 against Neutral targets.
Spell hits all foes AND allies.
Demon(s) : Deity Hachiman, Genma Heimdall
Source(s) : Deity Hachiman

"Light Almighty damage, all. Strong against Neutral."

Holy Wrath

MP Cost : 45
Power : 200 - 400 power against Chaos targets.
Spell hits all foes AND allies.
Demon(s) : Herald Sraosha, Herald Seraph
Source(s) : Herald Sraosha

"Light Almighty damage, all. Strong against Chaos."

Megidola

MP Cost : 40
Power : 300
Demon(s) : Divine Cherub, Vile Samael, Deity Prometheus, Night Maya,
Tyrant Tzitzimitl, Fiend Black Rider

Source(s) : Herald Victor, Divine Cherub, Tyrant Tzitzimitl, Enigma Kinmamon

"Medium Almighty damage, all foes."

Babylon Goblet

MP Cost : 65
Power : 300 - 25% chance to cause Charm.
Demon(s) : Fiend Mother Harlot
Source(s) : Fiend Mother Harlot

"Heavy Almighty damage, all foes. May inflict Charm."

Megidolaon

MP Cost : 60
Power : 400
Demon(s) : Herald Mastema, Herald Metatron, Deity Vishnu, Reaper Mot,
Dragon Huang Long, Fiend Trumpeter, Geist Alilat
Source(s) : Herald Israfel, Herald Mastema, Night Maya, Zealot Tezcatlipoca

"Heavy Almighty damage, all foes."

Big Bang

MP Cost : 70
Power : 450
Demon(s) : Herald Seraph
Source(s) : Herald Seraph

"Heavy Almighty damage, all foes."

Jihad

MP Cost : 80
Power : 500 - Lowers all enemy parameters by -1.
Demon(s) : Vile Demiurge, Fury Shiva
Source(s) : Vile Demiurge, Fury Shiva

"Heavy Almighty damage, all foes. Lowers enemy stats."

Crushing Wave

MP Cost : 10
Power : N/A - Reduces target's HP to 1. (Enemy only skill)
Demon(s) : Tyrant Abaddon
Source(s) : N/A

"Reduces enemy HP to 1, single foe."

Strange Ray

MP Cost : 5
Power : N/A - Reduces target's MP by 50%
Demon(s) : Raptor Camazotz, Haunt Kudlak, Enigma Futotama, Enigma Kanbari
Source(s) : N/A

"Halves MP, single foe."

Macca Beam

MP Cost : 5
Power : N/A - Reduces player's macca by a percentage. (Enemy only skill)
Demon(s) : Haunt Preta, Enigma Futotama, UMA Mamedanuki
Source(s) : N/A

"Reduces money, single foe."

Wastrel Beam

MP Cost : 10
Power : N/A - Reduces player's macca by 50%. (Enemy only skill)
Demon(s) : Enigma Kangiten
Source(s) : N/A

"Greatly reduces money, single foe."

> Demon Skills: Ailments <

Poisma

MP Cost : 4
Power : N/A - 80% chance to cause Poison.
Demon(s) : Snake Orochi, Haunt Strigoii
Source(s) : Snake Orochi, Femme Acheri, Foul Slime

"Inflicts Poison status, single foe."

Dormina

MP Cost : 4
Power : N/A - 80% chance to cause Sleep.
Demon(s) : Snake Ananta, Femme Yuki Jyorou, Night Sandman, Night Succubus,
Spirit Dybbuk
Source(s) : Night Sandman, Night Fomorian

"Inflicts Sleep status, single foe."

Bobasma

MP Cost : 4
Power : N/A - 80% chance to cause Fear.
Demon(s) : Jaki Wendigo, Brute Yamawaro, Tyrant Morax
Source(s) : Dragon Patrimpas, Brute Yamawaro

"Inflicts Fear status, single foe."

Makajama

MP Cost : 5
Power : N/A - 80% chance to cause Mute.
Demon(s) : Avian Hamsa, Yoma Dis, Jirae Sudama, Femme Lachesis
Source(s) : Herald Victor, Deity Omoteotl

"Inflicts Mute status, single foe."

Marin Karin

MP Cost : 5

Power : N/A - 80% chance to cause Charm.
Demon(s) : Fairy Lorelei, Lady Pele, Lady Diana, Femme Leanan Sidhe,
Night Succubus, Night Lilith, Haunt Churel
Source(s) : Flight Harpy, Genma Tam Lin, Fairy Lorelei, Night Lilim

"Inflicts Charm status, single foe."

Shibaboo

MP Cost : 5
Power : N/A - 50% chance to cause Paralyze.
Demon(s) : Avatar Kamapua'a, Fallen Orias, Haunt Vetala
Source(s) : Fallen Orias, Haunt Ghoul

"Inflicts Paralyze status, single foe."

Stone Curse

MP Cost : 5
Power : N/A - 50% chance to cause Stone.
Demon(s) : Vermin Mothman, Drake Basilisk, Drake Mushussu
Source(s) : Wilder Catoblepas

"Inflicts Stone status, single foe."

Toxic Cloud

MP Cost : 9
Power : N/A - 70% chance to cause Poison.
Demon(s) : Raptor Zhen, Jirae Kwancha, Jaki Girimehkala
Source(s) : Drake Basilisk, Haunt Preta

"Inflicts Poison status, all foes."

Lullaby

MP Cost : 9
Power : N/A - 70% chance to cause Sleep.
Demon(s) : Nymph Apsaras, Lady Hariti, Lady Black Maria, Fallen Gemori
Source(s) : Fairy Lorelei, Lady Black Maria

"Inflicts Sleep status, all foes."

Staredown

MP Cost : 9
Power : N/A - 70% chance to cause Fear.
Demon(s) : Wilder Catoblepas, Tyrant Moloch, Fiend David, Zealot Dionysus
Source(s) : Spirit Macabre

"Inflicts Fear status, all foes."

Tricky Dance

MP Cost : 13
Power : N/A - 70% chance to cause Mute.
Demon(s) : Tyrant Loki
Source(s) : Vile Taotie, Reaper Guedhe

"Inflicts Mute status, all foes."

Frolic

MP Cost : 13
Power : N/A - 70% chance to cause Charm.
Demon(s) : Wood Alraune, Fairy Vivian, Femme Dakini, Zealot Dionysus
Source(s) : Wood Alraune, Night Succubus, Zealot Dionysus

"Inflicts Charm status, all foes."

Binding Cry

MP Cost : 13
Power : N/A - 45% chance to cause Paralyze.
Demon(s) : Wood Mandrake, Wood Zaccoum, Jirae Bogaboo, Reaper Persephone,
Vermin Arachne, Tyrant Asura
Source(s) : Vermin Arachne, Spirit Pisaca

"Inflicts Paralyze status, all foes"

Stone Breath

MP Cost : 13
Power : N/A - 45% chance to cause Stone.
Demon(s) : Vile Seth, Wilder Catoblepas
Source(s) : Wilder Catoblepas, Drake Basilisk, Drake Mushussu

"Inflicts Stone status, all foes."

Hostile Terror

MP Cost : 40
Power : N/A - 70% chance to cause random status ailments,
except for Bomb and Strain.
Demon(s) : Fiend Trumpeter
Source(s) : Fiend Trumpeter

"Inflicts status ailment other than Bomb/Strain, all foes."

Strainoma

MP Cost : 5
Power : N/A - %80 chance to cause Strain status. (Enemy only skill)
Demon(s) : Vile Pachacamac, UMA Kuda
Source(s) : N/A

"Inflicts Strain status, single foe."

Dry Sea

MP Cost : 13
Power : N/A - 70% chance to cause Strain status. (Enemy only skill)
Demon(s) : Vile Pales, Fiend Black Rider
Source(s) : N/A

"Inflicts Strain status, all foes."

Bites the Dust

MP Cost : 5
Power : N/A - 80% chance to cause Bomb status. (Enemy only skill)

Demon(s) : Snake Vouivre, Fallen Gemori, Spirit Pisaca
Source(s) : N/A

"Inflicts Bomb status, single foe."

Shuffler

MP Cost : 13
Power : N/A - 70% chance to cause Bomb status. (Enemy only skill)
Demon(s) : Vile Samael
Source(s) : N/A

"Inflicts Bomb status, all foes."

> Demon Skills: Recovery <

Dia

MP Cost : 3
Power : 40
Demon(s) : Divine Angel, Nymph Apsaras, Raptor Moh Shuvuu, Holy Heqet,
Fairy Pixie, Beast Katakirauwa, Vermin Ubu
Source(s) : Flight Gu Huo Niao, Raptor Moh Shuvuu, Jirae Dwarf,
Vermin Okiku-Mushi, Vermin Ubu

"Light HP recovery, single ally."

Diarama

MP Cost : 7
Power : 80
Demon(s) : Wood Mandrake, Deity Inti, Holy Airavata, Fairy Silky,
Snake Yurlungur, Wilder Pellaidh, Lady Hariti, Dragon Makara
Source(s) : Divine Principality, Flight Toufei, Yoma Valkyrie, Wood Mandrake,
Wood Skogsra, Holy Heqet, Fairy Silky, Fairy Vivian,
Beast Nekomata, Vermin Arachne, Lady Sedna, Dragon Gucumatz,
Fallen Dantalian, Drake Kingu, Haunt Churel

"Medium HP recovery, single ally."

Diarahan

MP Cost : 15
Power : N/A - 100% HP recovery.
Demon(s) : Herald Sraosha, Herald Aniel, Megami Laksmi, Tree Haoma,
Nymph Peri, Vile Samael, Fairy Oberon, Femme Clotho,
Enigma Futotama, Geist Alilat
Source(s) : Megami Tlazolteotl, Tree Kukunochi, Tree Haoma, Yoma Ganesha,
Nymph Peri, Vile Samael, Deity Prometheus, Avatar Anubis,
Genma Heimdall, Fairy Oberon, Jirae Gogmagog, Snake Ananta,
Dragon Zhu Yin, Femme Dakini, Femme Rangda, Enigma Kama

"Full HP recovery, single ally."

Media

MP Cost : 10
Power : 40
Demon(s) : Megami Hathor, Fairy High Pixie, Fairy Lorelei,
Femme Leanan Sidhe, Drake Bai Suzhen, Mitama Nigi Mitama

Source(s) : Divine Angel, Nymph Apsaras, Fairy Pixie, Dragon Makara,
Femme Acheri, Femme Leanan Sidhe, Night Lilim

"Light HP recovery, all allies."

Mediarama

MP Cost : 20
Power : 80
Demon(s) : Megami Fortuna, Megami Parvati, Divine Throne, Nymph Senri,
Nymph Sarasvati, Jirae Bagaboo, Wilder Cabracan, Enigma Kinmamon,
UMA Hare of Inaba
Source(s) : Wood Alraune, Deity Inti, Fairy High Pixie, Fairy Lorelei,
Snake Yurlungur, Lady Hariti, Night Succubus, Enigma Futotama

"Medium HP recovery, all allies."

Mediarahan

MP Cost : 35
Power : N/A - 100% HP recovery.
Demon(s) : Megami Amaterasu, Holy Sphinx, Fairy Titania, Lady Black Maria,
Tyrant King Frost
Source(s) : Nymph Peri, Snake Ananta, Lady Black Maria, Lady Xi Wangmu,
Tyrant Tzitzimitl

"Full HP recovery, all allies."

Salvation

MP Cost : 45
Power : N/A - 100% HP recovery and removes status ailments.
Demon(s) : Herald Mastema, Herald Seraph, Deity Vishnu, Dragon Quetzalcoatl
Source(s) : Herald Mastema, Megami Laksmi, Megami Amaterasu, Deity Vishnu

"Full recovery of HP and status ailments other than KO, all allies."

Recarmdra

MP Cost : 2 - Kills user.
Power : N/A - 100% HP recovery and removes status ailments, kills user.
Demon(s) : Herald Israfel, Megami Tlazolteotl, Divine Dominion,
Deity Prometheus
Source(s) : Megami Tlazolteotl

"Sacrifices the caster's life to fully recover all allies."

Recarm

MP Cost : 20
Power : N/A - Revives a demon with 50% HP.
Demon(s) : Avian Phoenix, Tree Mayahuel, Divine Virtue, Reaper Guedhe,
Lady Diana, Femme Clotho, Mitama Nigi Mitama
Source(s) : Megami Hathor, Megami Fortuna, Avian Phoenix, Tree Mayahuel,
Tree Haoma, Divine Virtue, Raptor Hresvelgr, Deity Vishnu,
Holy Apis, Genma Tam Lin, Reaper Nergal, Lady Pele,
Dragon Patrimpas, Femme Leanan Sidhe, Tyrant Tzitzimitl,
Zealot Attis

"Revives from KO, single ally."

Samarecarm

MP Cost : 35
Power : N/A - Revives a demon with 100% HP.
Demon(s) : Herald Azrael, Nymph Sarasvati, Vile Samael, Avatar Anubis,
Enigma Kangiten
Source(s) : Megami Norn, Divine Throne, Nymph Sarasvati, Reaper Hel,
Reaper Persephone, Reaper Guedhe, Lady Diana, Femme Clotho,
Night Lilith, Enigma Kangiten

"Revives from KO with full HP, single ally."

Sabbatma

MP Cost : 20
Power : N/A - Allows demon to summon one of your other demons from stock.
Demon(s) : Nymph Ame no Uzume, Reaper Hel, Brute Ongyo-Ki
Source(s) : Herald Mastema, Nymph Ame no Uzume, Fairy Demonee-ho,
Foul Doppelganger

"Summon a demon from your Demonica."

Invitation

MP Cost :
Power : N/A - Revives a dead demon with 100% HP and summons it.
Demon(s) : Megami Ishtar, Megami Laksmi, Lady Xi Wangmu, Enigma Kangiten
Source(s) : Lady Xi Wangmu, Enigma Kangiten

"Revive and summon one KOed demon."

Posumudi

MP Cost : 5
Power : N/A - Removes Poison.
Demon(s) : Holy Heget, Holy Pabilsag, Jirae Kwancha, Snake Yurlungur,
Wilder Manticore, Femme Acheri, Drake Mushussu, Prime Gnome
Source(s) : Jirae Kwancha, Jirae Gogmagog, Vermin Okiku-mushi, Lady Dzelarhons

"Cures Poison, single ally."

Patra

MP Cost : 2
Power : N/A - Removes Sleep and Fear.
Demon(s) : Raptor Anzu, Holy Sleipnir, Beast Gryphon, Femme Leanan Sidhe,
Prime Aquans
Source(s) : Vermin Ubu, UMA Mamedanuki

"Cures Sleep/Fear, single ally."

Me Patra

MP Cost : 12
Power : N/A - Removes Sleep and Fear.
Demon(s) : Avian Yatagarasu, Tree Mayahuel, Flight Caladrius, Yoma Shiwanna,
Raptor Gurr, Fallen Gemori
Source(s) : Holy Sleipnir, Beast Katakirauwa, Dragon Quetzalcoatl

"Cures Sleep/Fear, all allies."

Mutudi

MP Cost : 5
Power : N/A - Removes Mute.
Demon(s) : Raptor Huoniao, Holy Sphinx, Fairy Silky, Lady Sedna
Source(s) : Divine Principality, Vermin Myrmecolion, Drake Bai Suzhen

"Cures Mute, single ally."

Charmdi

MP Cost : 5
Power : N/A - Removes Charm.
Demon(s) : Flight Harpy, Wood Alraune, Genma Tam Lin, Reaper Persephone
Source(s) : Flight Harpy, Nymph Ame no Uzume, Raptor Moh Shuvuu, Fairy Oberon

"Cures Charm, single ally."

Strandi

MP Cost : 5
Power : N/A - Removes Strain.
Demon(s) : Vile Pachacamac, Vermin Myrmecolion, Lady Pele
Source(s) : Beast Nekomata, Vermin Mothman

"Cures Strain, single ally."

Paraladi

MP Cost : 5
Power : N/A - Removes Paralyze.
Demon(s) : Nymph Peri, Wood Mandrake, Avatar Kamapua'a, Holy Airavata,
Jirae Kwancha, Jirae Tlaltecuhтли, Prime Flaemis
Source(s) : Avian Hamsa, Nymph Senri, Lady Dzelarhons, Fallen Ose

"Cures Paralysis, single ally."

Petradi

MP Cost : 5
Power : N/A - Removes Stone.
Demon(s) : Tree Daphne, Flight Caladrius, Flight Rukh, Prime Gnome
Source(s) : Drake Basilisk

"Cures Stone, single ally."

Bomdi

MP Cost : 5
Power : N/A - Removes Bomb.
Demon(s) : Tree Kukunochi
Source(s) : Avian Feng Huang, Tree Kukunochi

"Cures Bomb status, single ally."

Amrita

MP Cost : 20
Power : N/A - Cures any status ailment except Death.

Demon(s) : Megami Ishtar, Megami Norn, Avian Garuda, Snake Ananta
Source(s) : Megami Parvati, Megami Ishtar, Flight Caladrius,
Raptor Huoniao, Avatar Kaïming Shou, Fairy Titania, Fallen Gemori,
Drake Mushussu

"Cures all ailments KO, single ally."

> Demon Skills: Support <

Tarukaja

MP Cost : 12
Effect : Modifies ally Atk parameter by +1.
Demon(s) : Herald Metatron, Tree Kukunochi, Yoma Koppa Tengu, Wood Skogsra,
Deity Thoth, Fairy Goblin, Fallen Halphas, Brute Berserker,
Femme Lachesis
Source(s) : Wilder Cabracan, Fallen Orias, Brute Oni, Tyrant Balor,
Drake Zhu Tun She, Haunt Vetala

"Increases Attack, all allies."

Rakukaja

MP Cost : 12
Effect : Modifies ally Def parameter by +1.
Demon(s) : Tree Daphne, Wood Erkonig, Jirae Dwarf, Jirae Titan,
Snake Nozuchi, Jaki Hecatoncheir, Dragon Quetzalcoatl,
Fallen Halphas, Femme Lachesis
Source(s) : Divine Power, Jirae Dwarf, Lady Sedna, Drake Kingu

"Increases Defense, all allies."

Sukukaja

MP Cost : 12
Effect : Modifies ally Ag parameter by +1.
Demon(s) : Megami Fortuna, Avian Yatagarasu, Flight Harpy, Jaki Gremlin,
Vermin Mothman, UMA Hare of Inaba, Zealot Aramisaki
Source(s) : Flight Gu Huo Niao, Nymph Peri, Avatar Chimera, Vermin Mothman,
Fury Ares

"Increases Agility, all allies."

Tarunda

MP Cost : 12
Effect : Modifies enemy Atk parameter by -1
Demon(s) : Deity Thoth, Dragon Gucumatz, Haunt Preta, Haunt Vetala,
Enigma Futotama
Source(s) : Yoma Ganesha, Holy Pabilsag, Jirae Dwarf, Snake Gui Xian,
Prime Salamander

"Reduces Attack, all foes."

Rakunda

MP Cost : 12
Effect : Modifies enemy Def parameter by -1.
Demon(s) : Flight Gu Huo Niao, Beast Inugami, Jirae Gogmagog, Fallen Orias,
Haunt Vetala

Source(s) : Wood Skogsra, Genma Tam Lin, Fallen Ose, Brute Azumi, Prime Gnome

"Reduces Defense, all foes."

Sukunda

MP Cost : 12

Effect : Modifies enemy Ag parameter by -1.

Demon(s) : Flight Toufei, Raptor Itsumade, Drake Kingu, Spirit Poltergeist

Source(s) : Avatar Makami, Jirae Sudama, Spirit Poltergeist, Prime Sylph
Prime Undine

"Reduces Agility, all foes."

War Cry

MP Cost : 30

Effect : Modifies enemy Atk parameter by -2.

Demon(s) : Vile Seth, Avatar Shiisaa, Beast Ammut, Snake Orochi, Brute Fuu-Ki

Source(s) : Vile Seth, Avatar Shiisaa, Holy Sleipnir, Drake Kingu

"Greatly reduces attack power. Target: all foes."

Taunt

MP Cost : 20

Effect : Modifies enemy Atk parameter by +2.

Modifies enemy Def parameter by -2.

Demon(s) : Jirae Dwarf, Fury Wu Kong, Tyrant Loki, Fiend Matador

Source(s) : Fiend Matador

"Increases attack power while lowering defense. Target: all foes."

Acid Breath

MP Cost : 30

Effect : Modifies enemy Def parameter by -2.

Demon(s) : Vile Mishaguji, Wood Zaccoum, Snake Ouroboros, Wilder Nue

Source(s) : Vile Mishaguji, Wilder Pellaith, Night Incubus, Night Lilith

"Greatly reduces defense. Target: all foes."

Fog Breath

MP Cost : 30

Effect : Modifies enemy Ag parameter by -2.

Demon(s) : Vile Baphomet, Wilder Cabracan, UMA Chupacabra

Source(s) : Flight Da Peng, Snake Yurlungur, Jaki Wendigo, Tyrant Abaddon

"Greatly reduces aim and evasion. Target: all foes."

Luster Candy

MP Cost : 50

Effect : Modifies ally Atk, Def, and Ag parameters by +1.

Demon(s) : Vile Demiurge, Holy Sleipnir, Fury Kartikeya

Source(s) : Fairy Vivian, Fury Kartikeya, Brute Berserker, Femme Lachesis

"Increases Attack, Agility, Defense, all allies."

Debilitate

MP Cost : 50
Effect : Modifies enemy Atk, Def, and Ag parameters by -1.
Demon(s) : Megami Amaterasu, Femme Rangda, Fiend Black Rider
Source(s) : Vile Pachacamac, Deity Thoth, Femme Rangda

"Reduces Attack, Agility, Defense, all foes."

Blood Ritual

MP Cost : 15
Effect : Reduces caster's HP to 1, increases caster's parameters to +4.
Demon(s) : Yoma Valkyrie, Zealot Aramisaki, Zealot Attis
Source(s) : Zealot Attis

"Caster's HP reduces to 1; Attack, defense, aim, evasion maximized."

Lost Word

MP Cost : 20
Effect : Random effect:
Heal all allies OR enemies HP to 100%.
Heal all allies OR enemies MP to 100%.
+1 to all ally OR enemy parameters.
-1 to all ally OR enemy parameters.
Demon(s) : Megami Norn
Source(s) : Holy Sphinx, Night Kaiwan, Tyrant Loki, Zealot Aramisaki

"No one knows what will happen."

Dekaja

MP Cost : 10
Effect : Removes all positive parameter changes on enemies.
Demon(s) : Avian Hamsa, Tree Daphne, Tree Yggdrasil, Vile Pales,
Avatar Kaiming Shou, Fairy Spriggan
Source(s) : Tree Daphne, Tree Yggdrasil

"Nulls stat increases, all foes."

Dekunda

MP Cost : 10
Effect : Removes all negative parameter changes from allies.
Demon(s) : Yoma Shiwan, Holy Apis, Holy Qing Niuguai, Fellan Ose,
Haunt Mou-Ryo
Source(s) : Tree Yggdrasil, Holy Apis

"Nulls stat decreases, all allies."

Silent Prayer

MP Cost : 15
Effect : Removes all positive and negative parameter changes from all foes
and all allies.
Demon(s) : Megami Scathach, Megami Ishtar, Nymph Ame no Uzume,
Dragon Zhu Yin, Drake Tiamat
Source(s) : Dragon Zhu Yin, Night Kaiwan

Tables Turned

MP Cost : 8
Effect : Reverses the effect of all parameter changes on all foes and all allies. Positive becomes negative, negative becomes positive. 70% chance of success.
Demon(s) : Deity Omoteotl, Enigma Futotama
Source(s) : Enigma Futotama

"May reverse beneficial effects. Target: all."

Tetraja

MP Cost : 15
Effect : Protects all allies from 1 Expel or Curse death. Circle icon will appear in the Parameters window when you check them if this is active.
Demon(s) : Tree Haoma, Avatar Kaiming Shou, Night Kaiwan, Enigma Kama, UMA Kuda
Source(s) : Avatar Kaiming Shou, Jirae Kwancha, Foul Doppelganger

"Null one instant death attack. Target: all allies."

Charge

MP Cost : 5
Effect : Caster's next Physical/Gun attack does more than 2x the normal damage value.
Demon(s) : Herald Kazfiel, Genma Heimdall, Jirae Titan, Wilder Fenrir, Jaki Ippon-Datara, Fury Kartikeya, Brute Momunofu, Tyrant Mara, Mitama Ara Mitama, Mitama Kusi Mitama
Source(s) : Avatar Kamapua'a, Genma Cu Chulainn, Jirae Titan, Fury Kartikeya, Brute Momunofu, Night Wild Hunt, Tyrant Mara

"Damage of caster's next physical attack more than doubled."

Concentrate

MP Cost : 7
Effect : Caster's next Magic attack does more than 2x the normal damage value.
Demon(s) : Vile Pachacamac, Deity Odin, Genma Cu Chulainn, Fallen Dantalian, Night Maya, Mitama Kusi Mitama, Geist Alilat
Source(s) : Night Maya

"Damage of caster's next magic attack more than doubled."

Offered Soul

MP Cost : 20
Effect : Caster's magic attack power increases, but they are inflicted with Strain. Yes, the in-game description says Mute, but it's incorrect. This increase in magical power is independant of parameter changes.
Demon(s) : Megami Tlazolteotl, Deith Prometheus, Zealot Dionysus
Source(s) : Deity Prometheus

"Mutes caster, increases magic power for several turns."

Tetrakarn

MP Cost : 45
Effect : Creates a barrier that reflects 1 physical/gun attack per party

member until the beginning of next turn.
Demon(s) : Yoma Valkyrie, Deity Hachiman, Avatar Makami, Fallen Dantalian,
Fallen Decarabia, Tyrant Mara, Enigma Kanbari
Source(s) : Megami Pallas Athena, Yoma Valkyrie, Avatar Makami,
Jaki Girimehkala, Fallen Dantalian, Femme Rangda, Tyrant Mara,
Drake Fafnir

"Reflects one physical attack. Target: all allies."

Makarakarn

MP Cost : 45
Effect : Creates a barrier that reflects 1 non-almighty magical attack per
party member until the beginning of next turn.
Demon(s) : Megami Pallas Athena, Flight Caladrius, Deity Thoth,
Lady Xi Wangmu, Drake Fafnir, Foul Doppelganger,
Mitama Saki Mitama
Source(s) : Deity Thoth, Genma Tlaloc, Reaper Mot

"Reflects one non-ailment magic attack. Target: all allies."

Ally Call

MP Cost : 0
Power : N/A - Summons a demon ally. (Enemy only skill)
Demon(s) : Nymph Ame no Uzume, Fairy Oberon, Fallen Ose, Foul Doppelganger
Source(s) : N/A

"Call allies."

> Demon Skills: Passive <

Notes: All "Boost" passive skills stack with same-element "Amp" passives.
Life/Mana Bonus/Gain/Surge will stack.
All "Resist"/"Void"/"Drain"/"Repel" skills will cancel out a weakness.
Passives that take effect at the end of battle such as Victory Cry
will only trigger when you WIN a battle. Running will not work.

Life Bonus

Effect : Increases user's max HP by 10%.
Demon(s) : None.
Source(s) : Divine Virtue, Avatar Shiisaa, Genma Frost Ace,
Genma Kurama Tengu, Genma Tlaloc, Jirae Titan, Snake Naga,
Jaki Rakshasa, Vermin Myrmecolion, Haunt Mou-Ryo, Fiend David,
UMA Chupacabra, Fake Demonica-N

"Raises maximum HP by 10%."

Life Gain

Effect : Increases user's max HP by 20%.
Demon(s) : Vile Alciel
Source(s) : Yoma Xiuhtechutli, Holy Qing Niuguai, Fairy Spriggan,
Beast Hsing-Hsing, Jirae Bogaboo, Wilder Nue, Drake Tiamat,
Spirit Legion, Mitama Ara Mitama, Mitama Saki Mitama,
Fiend Matador, Fiend Trumpeter, Enigma Kanbari, Enigma Aramisaki

"Raises maximum HP by 20%."

Life Surge

Effect : Increases user's max HP by 30%.
Demon(s) : None.
Source(s) : Vile Alciel, Avatar Barong, Holy Airavata, Holy Sleipnir,
Beast Cerberus, Jirae Tlaltecuhтли, Snake Orochi, Reaper Orcus,
Wilder Cabracan, Jaki Grendel, Dragon Huang Long, Tyrant Horkos,
Fiend Mother Harlot, Zealot Tezcatlipoca

"Raises maximum HP by 30%."

Mana Bonus

Effect : Increases user's max MP by 10%.
Demon(s) : None.
Source(s) : Tree Mayahuel, Holy Sphinx, Genma Kurama Tengu, Reaper Persephone,
Lady Xi Wangmu, Femme Atropos, Spirit Macabre, Fiend David,
Fake Demonica-N

"Raises maximum MP by 10%."

Mana Gain

Effect : Increases user's max MP by 20%.
Demon(s) :
Source(s) : Deity Hachiman, Fairy Titania, Drake Tiamat, Mitama Nigi Mitama,
Mitama Kusi Mitama, Fiend Matador, Fiend Trumpeter,
Enigma Kinmamon, UMA Kuda, Zealot Aramisaki

"Raises maximum MP by 20%."

Mana Surge

Effect : Increases user's max MP by 30%.
Demon(s) : None.
Source(s) : Snake Ouroboros, Reaper Orcus, Dragon Huang Long,
Fiend White Rider, Fiend Red Rider, Fiend Black Rider,
Fiend Pale Rider, Fiend Mother Harlot, Enigma Kangiten,
Zealot Dionysus

"Raises maximum MP by 30%."

Phys Boost

Effect : Increases user's Phys damage dealt by 25%.
Demon(s) : None.
Source(s) : Fury Ares, Kishin Zouchouten, Kishin Koumokuten, Femme Lachesis,
Tyrant Asura

"Increases Physical damage by 25%."

Phys Amp

Effect : Increases user's Phys damage dealt by 50%.
Demon(s) : None.
Source(s) : Fury Wu Kong, Lady Asherah, Kishin Jikokuten, Kishin Bishamonten,
Brute Berserker, Brute Ongyo-Ki

"Increases Physical damage by 50%."

Resist Phys

Effect : Reduces user's Physical damage intake by 50%.
Demon(s) : Avatar Makami, Fury Ares
Source(s) : Yoma Shiwana, Yoma Valkyrie

"Reduces damage from Physical attacks."

Void Phys -----

Effect : User Nulls all Physical attacks.
Demon(s) : Fury Wu Kong
Source(s) : Megami Pallas Athena, Fury Wu Kong

"Nullifies damage from Physical attacks."

Repel Phys -----

Effect : User Reflects all Physical attacks.
Demon(s) : None.
Source(s) : Vile Demiurge, Geist Alilat

"Reflects Physical attacks."

Drain Phys -----

Effect : User Drains all Physical attacks.
Demon(s) : None.
Source(s) : Herald Metatron

"Recover HP from Physical attacks."

Gun Boost -----

Effect : Increases user's Gun damage dealt by 25%.
Demon(s) : None.
Source(s) : Fallen Halphas, Drake Nidhoggr, Fake Demonica-C

"Increases Gun damage by 25%."

Gun Amp -----

Effect : Increases user's Gun damage dealt by 50%.
Demon(s) : None.
Source(s) : Vile Demiurge, Fury Kartikeya, Lady Diana, Lady Asherah

"Increases Gun damage by 50%."

Resist Gun -----

Effect : Reduces user's Gun damage intake by 50%.
Demon(s) : Raptor Camazotz, Jaki Grendel
Source(s) : Yoma Shiwana, Raptor Camazotz, Dragon Long, Fake Demonica-L

"Reduces damage from Gun attacks."

Void Gun -----

Effect : User Nulls all Gun attacks.
Demon(s) : None.
Source(s) : Tree Haoma, Flight Rukh

"Nullifies damage from Gun attacks."

Repel Gun

Effect : User Reflects all Gun attacks.
Demon(s) : Brute Ongyo-Ki
Source(s) : Geist Alilat

"Reflects Gun attacks."

Drain Gun

Effect : User Drains all Gun attacks.
Demon(s) : Tree Yggdrasil
Source(s) : Tree Yggdrasil

"Recover HP from Gun attacks."

Counter

Effect : 30% chance to counterattack a Phys or Gun attack with an attack of the user's regular attack power.
Demon(s) : Vile Alciel, Avatar Shiisaa, Jirae Gogmagog, Fury Ares, Brute Kin-Ki, Brute Sui-Ki, Tyrant Morax
Source(s) : Brute Kin-Ki, Brute Fuu-Ki, Brute Sui-Ki

"May counterattack upon receiving physical or gun damage."

Retaliate

Effect : 50% chance to counterattack a Phys or Gun attack with an attack of 150% the user's regular attack power.
Demon(s) : Genma Hanuman, Beast Nekomata, Beast Cerberus, Wilder Fenrir, Tyrant Moloch, Tyrant Abaddon, Fiend Red Rider
Source(s) : Vile Alciel, Genma Hanuman, Jirae Gogmagog, Snake Orochi, Wilder Fenrir, Brute Ongyo-Ki, Tyrant Moloch, Tyrant Abaddon

"May counterattack at 150% strength upon receiving physical or gun damage."

Fire Boost

Effect : Increases user's Fire damage dealt by 25%.
Demon(s) : Beast Orthrus, Zealot Ogun
Source(s) : Beast Orthrus, Jirae Bugaboo, Lady Dzelarhons, Tyrant Asura, Tyrant Balor, Spirit Inferno, Fiend Red Rider

"Increases Fire damage by 25%."

Fire Amp

Effect : Increases user's Fire damage dealt by 50%.
Demon(s) : Avian Feng Huang, Tyrant Surt
Source(s) : Dragon Quetzalcoatl, Kishin Zouchouten, Tyrant Moloch, Tyrant Surt

"Increases Fire damage by 50%."

Resist Fire

Effect : Reduces user's Fire damage intake by 50%.
Demon(s) : Lady Dzelarhons

Source(s) : Divine Archangel, Divine Throne, Wood Zaccoum, Fairy Pyro Jack,
Jirae Hua Po, Fallen Melchom

"Reduces damage from Fire attacks."

Void Fire

Effect : User Nulls all Fire damage.
Demon(s) : Snake Gui Xian, Kishin Zouchouten
Source(s) : Avian Feng Huang, Divine Dominion, Yoma Xiuhtecuhtli,
Deity Prometheus

"Nullifies damage from Fire attacks."

Repel Fire

Effect : User Reflects all Fire attacks.
Demon(s) : Fury Tonatiah
Source(s) : Herald Azrael, Megami Amaterasu, Avian Garuda

"Reflects Fire attacks."

Drain Fire

Effect : User Drains all Fire attacks.
Demon(s) : None.
Source(s) : Herald Seraph, Avian Yatagarasu

"Recover HP from Fire attacks."

Ice Boost

Effect : Increases user's Ice damage dealt by 25%.
Demon(s) : Genma Frost Ace, Lady Skadi
Source(s) : Deity Odin, Snake Gui Xian, Brute Sui-Ki, Femme Yuki Jyorou,
Drake Bai Suzhen, Fiend Black Rider

"Increases Ice damage by 25%."

Ice Amp

Effect : Increases user's Ice damage dealt by 50%.
Demon(s) : Kishin Bishamonten
Source(s) : Kishin Bishamonten, Tyrant King Frost, Drake Tiamat

"Increases ice damage by 50%."

Resist Ice

Effect : Reduces user's Ice damage intake by 50%.
Demon(s) : Dragon Makara
Source(s) : Yoma Vodyanik, Wood Shan Xiao, Fairy Jack Frost, Dragon Makara,
Tyrant King Frost

"Reduces damage from Ice attacks."

Void Ice

Effect : User Nulls all Ice attacks.
Demon(s) : None.

Source(s) : Megami Tlazolteotl, Nymph Sarasvati, Tyrant Loki

"Nullifies damage from Ice attacks."

Repel Ice

Effect : User Reflects all Ice attacks.

Demon(s) : None.

Source(s) : Vile Pales, Drake Nidhoggr

"Reflects Ice attacks."

Drain Ice

Effect : User Drains all Ice attacks.

Demon(s) : Herald Israfil

Source(s) : Herald Israfil

"Recover HP from Ice attacks."

Elec Boost

Effect : Increases user's Elec damage dealt by 25%.

Demon(s) : Avian Thunderbird, Avatar Chimera, Wilder Raiju

Source(s) : Avian Thunderbird, Deity Odin, Dragon Patrmpas, Brute Kin-Ki,
Fiend White Rider

"Increases Electric damage by 25%."

Elec Amp

Effect : Increases user's Elec damage dealt by 50%.

Demon(s) : Holy Baihu, Kishin Thor

Source(s) : Herald Aniel, Lady Black Maria, Kishin Koumokuten

"Increases Electric damage by 50%."

Resist Elec

Effect : Reduces user's Elec damage intake by 50%.

Demon(s) : Snake Naga

Source(s) : Herald Aniel, Yoma Dis, Raptor Gurr, Wilder Manticore,
Haunt Strigoii

"Reduces damage from Electric attacks."

Void Elec

Effect : User Nulls all Elec attacks.

Demon(s) : Kishin Koumokuten

Source(s) : Avian Thunderbird, Tree Kukunochi, Vile Seth, Raptor Anzu

"Nullifies damage from Electric attacks."

Repel Elec

Effect : User Reflects all Elec attacks.

Demon(s) : None.

Source(s) : Herald Sraosha, Deity Odin

"Reflects Electric attacks."

Drain Elec

Effect : User Drains all Elec attacks.

Demon(s) : Tyrant Tzitzimitl

Source(s) : Wood Erllkonig

"Recover HP from Electric attacks."

Wind Boost

Effect : Increases user's Wind damage dealt by 25%.

Demon(s) : Avian Suparna, Genma Kurama Tengu

Source(s) : Avian Suparna, Dragon Long, Fallen Orias, Brute Fuu-Ki,
Fiend Pale Rider

"Increases Wind damage by 25%."

Wind Amp

Effect : Increases user's Wind damage dealt by 50%.

Demon(s) : Kishin Jikokuten

Source(s) : Herald Kazfiel, Fury Susano-0, Kishin Jikokuten

"Increases Wind damage by 50%."

Resist Wind

Effect : Reduces user's Wind damage intake by 50%.

Demon(s) : None.

Source(s) : Herald Kazfiel, Megami Scathach, Avian Suparna, Divine Virtue,
Yoma Karasu Tengu, Haunt Strigoii

"Reduces damage from Wind spells."

Void Wind

Effect : User Nulls all Wind attacks.

Demon(s) : Dragon Long

Source(s) : Flight Da Peng, Vile Seth, Genma Kurama Tengu

"Nullifies damage from Wind attacks."

Repel Wind

Effect : User Reflects all Wind attacks.

Demon(s) : Yoma Ganesha

Source(s) : Divine Cherub, Raptor Hresvelgr

"Reflects Wind attacks."

Drain Wind

Effect : User Drains all Wind attacks.

Demon(s) : Reaper Mot

Source(s) : Megami Ishtar, Megami Norn

"Recover HP from Wind attacks."

Resist Expel

Effect : User becomes "Strong" to Expel.
I don't know why the skill description says it reduces damage
since there are no Expel damage skills in this game.
Demon(s) : Holy Apis
Source(s) : Megami Fortuna, Nymph Ame no Uzume

"Reduces damage from Expel attacks."

Void Expel

Effect : User Nulls all Expel attacks.
I don't know why the skill description says it reduces damage
since there are no Expel damage skills in this game.
Demon(s) : Divine Dominion
Source(s) : Herald Seraph, Divine Dominion, Vile Samael

"Nullifies damage from Expel attacks."

Resist Curse

Effect : User becomes "Strong" to Curse.
I don't know why the skill description says it reduces damage
since there are no Curse damage skills in this game.
Demon(s) : Spirit Inferno
Source(s) : Tree Daphne, Raptor Zhen, Wood Zaccoum

"Reduces damage from Curse attacks."

Void Curse

Effect : User Nulls all Curse attacks.
I don't know why the skill description says it reduces damage
since there are no Curse damage skills in this game.
Demon(s) : Herald Victor
Source(s) : Vile Baphomet, Vile Mishaguji, Vile Pachacamac, Vile Samael

"Nullifies damage from Curse attacks."

Void Mind

Effect : User is immune to Sleep, Charm, Mute, Fear, and Strain ailments.
Demon(s) : Dragon Zhu Yin, Enigma Kinmamon
Source(s) : Fairy Oberon, Jaki Hecatoncheir, Night Maya, Enigma Kinmamon

"Prevents Sleep, Charm, Mute, Fear, and Strain status ailments."

Void Nerve

Effect : User is immune to Poison, Paralyze, Stone, and Bomb ailments.
Demon(s) : Vile Taotie
Source(s) : Vile Taotie, Beast Gryphon

"Prevents Poison, Paralysis, Stone, and Bomb status ailments."

Sleepwalker

Effect : User evades all attacks while afflicted with Sleep.

Demon(s) : UMA Mamedanuki
Source(s) : UMA Mamedanuki

"100% evasion of all attacks while asleep."

Preparedness

Effect : User's Demon Co-Op damage value is increased by 25%.
Demon(s) : Holy Sleipnir, Kishin Takeminakata, UMA Kuda
Source(s) : Beast Cerberus, Jirae Bagaboo, Jirae Bogaboo, Jirae Bugaboo

"Deal more damage in Demon Co-Op attacks."

Recovery Boost

Effect : User's recovery spells heal 25% more HP.
Demon(s) : None.
Source(s) : Megami Hathor, Flight Caladrius, Fairy High Pixie, Fairy Silky, Jirae Bagaboo, Lady Pele, Drake Bai Suzhen

"Increases HP recovery by 25%."

Recovery Amp

Effect : User's recovery spells heal 50% more HP.
Demon(s) : None.
Source(s) : Megami Parvati, Nymph Senri, Nymph Sarasvati, Lady Hariti, Femme Clotho, Enigma Futotama, UMA Hare of Inaba

"Increases HP recovery by 50%."

Endure

Effect : Revives user with 1 HP if they die, once per fight.
Demon(s) : Yoma Ganesha, Avatar Barong, Genma Hanuman, Jaki Black Frost, Haunt Kudlak
Source(s) : Genma Cu Chulainn, Dragon Quetzalcoatl

"When KOed, revives once per battle with 1 HP."

Enduring Soul

Effect : Revives user with 100% HP if they die, once per fight.
Demon(s) : Fury Shiva, Zealot Masakado
Source(s) : Avatar Barong, Genma Hanuman, Jaki Girimehkala, Tyrant Abaddon, Zealot Attis, Zealot Masakado

"When KOed, revive once per battle with full HP."

Spring of Life

Effect : Heals 3% of the user's HP every time the Moon phase changes if the demon is summoned.
Demon(s) : Wood Shan Xiao, Fairy Vivian, Snake Ouroboros, Snake Ananta, Mitama Saki Mitama
Source(s) : Raptor Camazotz, Genma Kresnik, Genma Hanuman, Femme Lachesis, Drake Fafnir, Haunt Kudlak

"Recovers 3% of HP every few steps while summoned."

Chakra Walk

Effect : Restores 5 of the user's MP every time the Moon phase changes if the demon is summoned.
Demon(s) : Herald Sraosha, Megami Pallas Athena, Nymph Peri, Fiend Matador
Source(s) : Herald Sraosha, Fallen Decarabia

"Recovers 5 MP every few steps while summoned."

Life Aid

Effect : Restores 10% of the user's HP at the end of a battle you win.
Demon must be in active party.
Demon(s) : Flight Da Peng, Beast Hsing-Hsing, Night Wild Hunt, Fiend White Rider
Source(s) : Beast Hsing-Hsing

"Recovers 10% of HP after a battle."

Mana Aid

Effect : Restores 1% of the user's MP at the end of a battle you win.
Demon must be in active party.
Demon(s) : Megami Laksmi, Tree Mayahuel, Genma Kresnik
Source(s) : Megami Laksmi, Tree Mayahuel, Enigma Kama

"Recover 1% of MP after battle."

Victory Cry

Effect : Fully restores the user's HP and MP at the end of a won battle.
Demon must be in active party.
Demon(s) : Vile Demiurge, Fury Shiva, Dragon Huang Long
Source(s) : Beast Ammut, Zealot Masakado

"Recover full HP and MP after battle."

Laplace Curse

Effect : All MAX analyzed enemy demons begin the battle with -1 to
Atk, Def, and Ag battle parameters.
Demon(s) : Megami Norn, Fallen Gemori
Source(s) : Megami Norn, Fallen Gemori

"Enemies which have been 100% analyzed will have reduced Attack, Defense, and Agility."

Watchful

Effect : Demon gains 25% of the experience the active party gains when not in the active party.
Demon(s) : Wood Alraune, Beast Inugami, Dragon Zhu Yin, Fake Demonica-L, Fake Demonica-N, Fake Demonica-C
Source(s) : Raptor Anzu, Beast Inugami

"Gain experience even when not participating in battle."

Vigilant

Effect : Demon gains 50% of the experience the active party gains when not

in the active party.
Demon(s) : Vile Pales, UMA Hare of Inaba
Source(s) : Vile Pales, Wood Alraune, Snake Ananta, Dragon Zhu Yin,
UMA Hare of Inaba

"Gain experience even when not participating in battle. Very effective."

> Main Character's Gun Skills <

Despite many of the main character's gun skills such as "Gust Shot" for example which is a Wind attribute attack being a magic property, all of the main character's Gun skills are affected in power by one thing:

The Main Character's Gun Attack Power stat. This is only increased by...

- A higher Attack Power gun.
- His St (Strength) stat.

Ma does not factor into the damage calculations at all. It is due to this that the Power value of a skill is not all you should consider when picking a Gun to do damage using its skills. Unless you are using a Gun's skills to trigger Co-Ops via weakness exploitation, you are almost universally better off using the highest Attack Power gun with desired skills that you can get your hands on.

That aside, here's a list of all of the gun skills, sorted by attribute type.

Gun Skills: Gun Attribute

Legshot

MP Cost : 16
Power : 115 - Modifies target enemy's Agility parameter by -1.
Gun(s) : Caloric

"Light Gun damage, single foe. Reduces Agility."

Armshot

MP Cost : 16
Power : 115 - Modifies target enemy's Attack parameter by -1.
Gun(s) : Desonberi / Blaster

"Light Gun damage, single foe. Reduces Attack."

Cripple

MP Cost : 16
Power : 115 - Modifies target enemy's Defense parameter by -1.
Gun(s) : Revolver

"Light Gun damage, single foe. Reduces defense."

BC Shot

MP Cost : 15
Power : 115 - May inflict Poison.
Gun(s) : Iperitta

"Light Gun damage, single foe. May inflict Poison."

Randy Shot

MP Cost : 15
Power : 115 - 75% chance to cause Charm.
Gun(s) : Desonberi

"Medium gun damage, single foe. May inflict Charm."

Shadow Bind

MP Cost : 15
Power : 115 - 60% chance to cause Paralysis.
Gun(s) : Gazamazutsu

"Light Gun damage, single foe. May inflict Paralysis."

Heat Shot

MP Cost : 15
Power : 115 - 75% chance to cause Fear.
Gun(s) : Blaster

"Light gun damage, single foe. May inflict Fear."

Cat Punch

MP Cost : 8
Power : 110 x 1-4. Hits 1 to 4 times on random targets.
Gun(s) : Cat's Punch

"Medium Gun damage, random foes."

Say Goodnight

MP Cost : 15
Power : 115 - 75% chance to cause Sleep.
Gun(s) : Jackal

Rock Bullet

MP Cost : 15
Power : 115 - 75% chance to cause Stone.
Gun(s) : Jackal / Manshonyaga / Revolver

"Medium Gun damage, single foe. May inflict Stone."

Headshot

MP Cost : 20
Power : 115 - 50% chance to instantly kill target. (Curse attribute)
Gun(s) : Reaper Colt / Jestcost

"Light Gun damage, single foe. May instantly kill."

Airstrike

MP Cost : 15
Power : 75 - Hits all enemies.

Gun(s) : Desonberi

"Light Gun damage, all foes."

Snipe

MP Cost : 20

Power : 125

Gun(s) : Miracle Gun

"Medium Gun damage, single foe."

Crossfire

MP Cost : 30

Power : 115 - Hits all enemies.

Gun(s) : Brionac

"Medium Gun damage, all foes."

Moonlight Ray

MP Cost : 16

Power : 105 - Does more damage during the Full moon phase.

Gun(s) : Cromwell

"Medium Gun damage, single foe. Stronger on a Full moon."

Earthlight Ray

MP Cost : 16

Power : 105 - Does more damage during the New moon phase.

Gun(s) : Pinlight

"Medium Gun damage, single foe. Stronger on a New moon."

Weakshot

MP Cost : 25

Power : 150

Gun(s) : Monopole

"Heavy Gun damage, single foe."

Desperado

MP Cost : 45

Power : 165 - Hits all enemies.

Gun(s) : Pinaka / Sorcery Gun

"Heavy Gun damage, all foes."

Grateful One

MP Cost : 35

Power : 175

Gun(s) : Pinaka / Peacemaker

"Severe Gun damage, single foe."

Soul Scanner

MP Cost : 25
Power : N/A - Special effect.
Gun(s) : Scouter

"Defeat the target on the same turn this is used for extra analysis percentage."

Gun Skills: Fire Attribute

Fire Shot

MP Cost : 6
Power : 100
Gun(s) : Strike Rifle

"Light Fire damage, single foe."

Flame Shot

MP Cost : 12
Power : 125
Gun(s) : Randall

"Medium Fire damage, single foe."

Inferno Shot

MP Cost : 20
Power : 150
Gun(s) : Reaper Colt / Megido Fire

"Heavy Fire damage, single foe."

Fire Spray

MP Cost : 18
Power : 50 - Hits all enemies.
Gun(s) : Blaster

"Light Fire damage, all foes."

Flame Spray

MP Cost : 36
Power : 75 - Hits all enemies.
Gun(s) : Jackal

"Medium Fire damage, all foes."

Inferno Spray

MP Cost : 60
Power : 100 - Hits all enemies.
Gun(s) : Megido Fire

"Heavy Fire damage, all foes."

Gun Skills: Ice Attribute

Ice Shot

MP Cost : 6
Power : 100
Gun(s) : Andersen

"Light Ice damage, single foe."

Frost Shot

MP Cost : 12
Power : 125
Gun(s) : Golden Gun

"Medium Ice damage, single foe."

Frigid Shot

MP Cost : 20
Power : 150
Gun(s) : Frost Cannon

"Heavy Ice damage, single foe."

Frost Spray

MP Cost : 36
Power : 75 - Hits all enemies.
Gun(s) : Blizzard

"Medium Ice damage, all foes."

Frigid Spray

MP Cost : 60
Power : 100 - Hits all enemies.
Gun(s) : Peacemaker

"Heavy Ice damage, all foes."

Gun Skills: Elec Attribute

Elec Shot

MP Cost : 6
Power : 100
Gun(s) : Iperitta

"Light Electric damage, single foe."

Bolt Shot

MP Cost : 12
Power : 125

Gun(s) : Golden Gun

"Medium Electric damage, single foe."

Shock Shot

MP Cost : 20

Power : 150

Gun(s) : Giga Smash

"Heavy Electric damage, single foe."

Elec Spray

MP Cost : 18

Power : 50 - Hits all enemies.

Gun(s) : Buffalo Gun

"Light Electric damage, all foes."

Bolt Spray

MP Cost : 36

Power : 75 - Hits all enemies.

Gun(s) : Frost Cannon

"Medium Electric damage, all foes."

Shock Spray

MP Cost : 60

Power : 100 - Hits all enemies.

Gun(s) : Sorcery Gun

"Heavy Electric damage, all foes."

Gun Skills: Wind Attribute

Wind Shot

MP Cost : 6

Power : 100

Gun(s) : Alabaster

"Light Wind damage, single foe."

Gust Shot

MP Cost : 12

Power : 125

Gun(s) : Abba Dingo / Meteor Dragoon

"Medium Wind damage, single foe."

Storm Shot

MP Cost : 20

Power : 150

Gun(s) : Frost Cannon / Reaper Colt

"Heavy Wind damage, single foe."

Wind Spray

MP Cost : 18

Power : 50 - Hits all enemies.

Gun(s) : Revolver

"Light Wind damage, all foes."

Gust Spray

MP Cost : 36

Power : 75 - Hits all enemies.

Gun(s) : Pinlight

"Medium Wind damage, all foes."

Storm Spray

MP Cost : 60

Power : 100 - Hits all enemies.

Gun(s) : Pinaka

"Heavy Wind damage, all foes."

Gun Skills: Almighty Attribute

Moan Bullet

MP Cost : 45

Power : 150 x 1-3. Hits 1 to 3 times on random targets.

Gun(s) : Meteor Dragoon / Ebony Tear / Peacemaker

"Medium Almighty damage, random foes."

Freischutz

MP Cost : 50

Power : 200

Gun(s) : Meteor Dragoon

"Heavy Almighty damage, all foes."

Riot Gun Copy

MP Cost : 80

Power : 200

Gun(s) : Megido Fire

"Severe Almighty damage, single foe."

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Items List [SJ_ITEMS]
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> Expendables <

List of "Use" type items.

Medicine
Buy Price : 50 Macca
Sell Price : 25 Macca
Heals 50 HP to a single target.

Life Stone
Buy Price : 100 Macca
Sell Price : 5 Macca
Materials : Recovery Core x1 (Forma Search A - All Sectors)
Heals 25% of a target's max HP.

Bead
Buy Price : 2500 Macca
Sell Price : 1250 Macca
Materials : Miracle Core x2 (Forma Search A - All Sectors)
Recovery Core x2 (Forma Search A - All Sectors)
Heals 100% of a target's HP.

Bead Chain
Buy Price : 10000 Macca
Sell Price : 5000 Macca
Materials : Nectar Core X (Forma Search C - All Sectors)
Miracle Core x4 (Forma Search A - All Sectors)
Heals 100% of all party member's HP.

Chakra Drop
Buy Price : 1000 Macca
Sell Price : 500 Macca
Materials : Chakra Core x1 (Forma Search A - All Sectors)
Recovery Core x4 (Forma Search A - All Sectors)

Restores 20% of a target's max MP.

Chakra Pot

Buy Price : 6000 Macca

Sell Price : 3000 Macca

Materials : Rising Core x1
(Forma Search B - All Sectors)
Chakra Core x3
(Forma Search A - All Sectors)

Restores 100% of a target's MP.

Great Chakra

Buy Price : N/A

Sell Price : N/A

Restores 100% of all party member's MP.

Soma Drop

Buy Price : 4500 Macca

Sell Price : 2250 Macca

Materials : Rising Core x2
(Forma Search B - All Sectors)
Miracle Core x2
(Forma Search A - All Sectors)
Chakra Core x2
(Forma Search A - All Sectors)

Restores a large amount of HP and MP to a single target.

Soma

Buy Price : N/A

Sell Price : N/A

Restores 100% of a target's HP and MP.

Bead of Life

Buy Price : N/A

Sell Price : N/A

Restores 100% of MP and HP to all party members.

Muscle Drink

Buy Price : 500 Macca

Sell Price : 250 Macca

Materials : Miracle Core x1
(Forma Search A - All Sectors)

Restores 60% of a target's max HP and afflicts them with a random status ailment.

Mental Drink

Buy Price : 500 Macca
Sell Price : 250 Macca

Materials : Miracle Core x1
(Forma Search A - All Sectors)
Calm Core x1
(Forma Search A - All Sectors)

Restores 60% of a target's max MP and afflicts them with a random status ailment.

Revival Bead

Buy Price : 1000 Macca
Sell Price : 500 Macca

Materials : Revival Core x2
(Forma Search A - All Sectors)
Recovery Core x2
(Forma Search A - All Sectors)

Revives a dead demon with at 50% max HP.

Balm of Rising

Buy Price : 20000 Macca
Sell Price : 10000 Macca

Materials : Rising Core x3
(Forma Search B - All Sectors)
White Core x4
(Forma Search A - All Sectors)
Revival Core x3
(Forma Search A - All Sectors)

Revives a dead demon at 100% max HP.

Patra Stone

Buy Price : 100 Macca
Sell Price : 50 Macca

Materials : Detox Core x1
(Forma Search A - All Sectors)

Removes Fear and Sleep from a single target.

Me Patra Stone

Buy Price : 300 Macca
Sell Price : 150 Macca

Materials : Calm Core x1
(Forma Search A - All Sectors)
Detox Core x1
(Forma Search A - All Sectors)

Removes Fear and Sleep from the entire party.

Dis-Poison

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : Detox Core x1
(Forma Search A - All Sectors)

Removes Poison from a single target.

Dis-Para

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : White Core x1
(Forma Search A - All Sectors)

Removes Paralyze from a single target.

Dis-Charm

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : Calm Core x1
(Forma Search A - All Sectors)

Removes Charm from a single target.

Dis-Mute

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : Miracle Core x1
(Forma Search A - All Sectors)
Calm Core x1
(Forma Search A - All Sectors)

Removes Mute from a single target.

Dis-Stone

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : White Core x1
(Forma Search A - All Sectors)
Detox Core
(Forma Search A - All Sectors)

Removes Stone from a single target.

Dis-Strain

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : Calm Core x1
(Forma Search A - All Sectors)

Removes Strain from a single target.

Dis-Bomb

Buy Price : 150 Macca
Sell Price : 75 Macca

Materials : White Core x1
(Forma Search A - All Sectors)
Detox Core
(Forma Search A - All Sectors)

Removes Bomb from a single target.

Amrita Soda

Buy Price : 10000 Macca
Sell Price : 5000 Macca

Materials : Nectar Core X x1
(Forma Search A - All Sectors)
Rising Core x3
(Forma Search B - All Sectors)

Removes all status ailments except Death from a single target.

Amrita Shower

Buy Price : 25000 Macca
Sell Price : 12500 Macca

Materials : Nectar Core X x2
(Forma Search C - All Sectors)
Rising Core x2
(Forma Search B - All Sectors)
Recovery Core x5
(Forma Search A - All Sectors)

Removes all status ailments except Death from the entire party.

St Incense

Buy Price : 50000 Macca

Sell Price : 1 Macca

Materials : Strength Core x3
(Forma Search B - Antlia)
Sword Shard x3
(Drop: Fiend Red Rider - Eridanus)

Permanently raises St stat by 1 and full heals MP & HP.
Can only be used on the Main Character.

Ma Incense

Buy Price : 50000 Macca

Sell Price : 1 Macca

Materials : Magic Core x3
(Forma Search B - Bootes)
Cold Scythe x3
(Drop: Fiend Pale Rider - Grus)

Permanently raises Ma stat by 1 and full heals MP & HP.
Can only be used on the Main Character.

Vi Incense

Buy Price : 50000 Macca

Sell Price : 1 Macca

Materials : Vitality Core x3
(Forma Search B - Carina)
Eerie Coronet
(Drop: Fiend Trumpeter - Horologium)

Permanently raises Vi stat by 1 and full heals MP & HP.
Can only be used on the Main Character.

Ag Incense

Buy Price : 50000 Macca

Sell Price : 1 Macca

Materials : Agility Core x3
(Forma Search B - Delphinus)
Victor's Bow x3
(Drop: Fiend White Rider - Delphinus)

Permanently raises Ag stat by 1 and full heals MP & HP.
Can only be used on the Main Character.

Lu Incense

Buy Price : 50000 Macca

Sell Price : 1 Macca

Materials : Luck Core x3

(Forma Search B - Eridanus)
Judgment Scale x3
(Drop: Fiend Black Rider - Fornax)

Permanently raises Lu stat by 1 and full heals MP & HP.
Can only be used on the Main Character.

Maragi Stone

Buy Price : 600 Macca
Sell Price : 300 Macca

Materials : AC Bootite x1
(Forma Search A - Bootes)
Fairy Lamp x1
(Drop: Fairy Pyro Jack - Bootes)

Light fire damage to all enemies.

Agilao Stone

Buy Price : 800 Macca
Sell Price : 400 Macca

Materials : AC Eridite II x1
(Forma Search B - Eridanus)
Genma Jar x2
(Drop: Genma Tlaloc - Eridanus)

Medium fire damage to a single enemy.

Mabufu Stone

Buy Price : 600 Macca
Sell Price : 300 Macca

Materials : AC Bootite x1
(Forma Search A - Bootes)
Fairy Ice x1
(Drop: Fairy Jack Frost - Bootes)

Light ice damage to all enemies.

Bufula Stone

Buy Price : 800 Macca
Sell Price : 400 Macca

Materials : AC Eridite II x1
(Forma Search B - Eridanus)
Brute Garment x1
(Drop: Brute Sui-Ki - Eridanus)

Medium ice damage to a single enemy.

Mazio Stone

Buy Price : 600 Macca Sell Price : 300 Macca Materials : AC Carite x1 (Forma Search A - Carina) UMA Muzzle x2 (Drop: UMA Kuda - Carina) Light elec damage to all enemies.
Zionga Stone Buy Price : 800 Macca Sell Price : 400 Macca Materials : AC Eridite II x1 (Forma Search B - Eridanus) Brute Gold x1 (Drop: Brute Kin-Ki - Eridanus) Medium elec damage to a single enemy.
Magaru Stone Buy Price : 600 Macca Sell Price : 300 Macca Materials : AC Carite x1 (Forma Search A - Carina) Genma Spear x2 (Drop: Genma Tam Lin - Carina) Light wind damage to all enemies.
Garula Stone Buy Price : 800 Macca Sell Price : 400 Macca Materials : AC Eridite II x2 (Forma Search B - Eridanus) Brute Clothes x1 (Drop: Brute Fuu-Ki - Eridanus) Medium wind damage to a single enemy.
Mahama Stone Buy Price : 1000 Macca Sell Price : 500 Macca Materials : AC Forite II x1 (Forma Search B - Fornax) Genma Helmet x2 (Drop: Genma Hanuman - Fornax) Low chance to instantly kill all enemies. Expel-based.

Mamudo Stone

Buy Price : 1000 Macca
Sell Price : 500 Macca

Materials : AC Forite x1
(Forma Search B - Fornax)
Enigma Sphere x2
(Drop: Enigma Kinmamon - Fornax)

Low chance to instantly kill all enemies. Curse-based.

Megido Stone

Buy Price : 1500 Macca
Sell Price : 750 Macca

Materials : AC Grusite x1
(Forma Search B - Grus)
Reaper Tux x3
(Drop: Reaper Guedhe - Grus)
Tyrant Tongue x1
(Drop: Tyrant Abaddon - Grus)

Moderate Almighty damage to all enemies.

Megidola Stone

Buy Price : 3500 Macca
Sell Price : 1750 Macca

Materials : AC Horolite x2
(Forma Search B - Horologium)
Tyrant Orb x3
(Drop: Tyrant Tzitzimitl - Horologium)
Enigma Lotus x3
(Drop: Enigma Kama - Horologium)

Heavy Almighty damage to all enemies.

Frag Grenade

Buy Price : 500 Macca
Sell Price : 250 Macca

Materials : AC Bootite x1
(Forma Search A - Bootes)
Kishin Horns
(Drop: Kishin Takeminakata - Bootes)

Gun damage to all enemies.

Knockout Gas

Buy Price : 400 Macca
Sell Price : 200 Macca

Materials : AC Delphite x1
(Forma Search A - Delphinus)
Femme Snow x1
(Drop: Femme Yuki Jyorou - Delphinus)

Chance to cause Sleep to all enemies.

Poison Gas

Buy Price : 400 Macca
Sell Price : 200 Macca

Materials : AC Antlite x1
(Forma Search A - Antlia)
Foul Mucous x1
(Drop: Foul Slime - Antlia)

Chance to cause Poison to all enemies.

Nerve Gas

Buy Price : 400 Macca
Sell Price : 200 Macca

Materials : AC Delphite x1
(Forma Search A - Delphinus)
Wood Roots x1
(Drop: Wood Mandrake - Delphinus)

Chance to cause Paralyze to all enemies.

Attack Mirror

Buy Price : 15000 Macca
Sell Price : 7500 Macca

Materials : DF Grusite II x2
(Forma Search B - Grus)
Jaki Tusk x5
(Drop: Jaki Girimehkala - Grus)
Genma Bugle x5
(Drop: Genma Heimdall - Grus)

Sets up a barrier that reflects 1 Physical or Gun attack per party member until the beginning of next turn.

Magic Mirror

Buy Price : 15000 Macca
Sell Price : 7500 Macca

Materials : DF Grusite II x2
(Forma Search B - Grus)
Fairy Dust x5
(Drop: Fairy Titania - Grus)
Avian Wing x5
(Drop: Avian Garuda - Grus)

Sets up a barrier that reflects 1 Magic attack per party

member until the beginning of next turn.
Tetraja Stone
Buy Price : 1000 Macca
Sell Price : 500 Macca
Materials : DF Delphite II x1 (Forma Search A - Delphinus)
Nymph Fan x1 (Drop: Nymph Ame no Uzume - Delphinus)
Enigma Himorogi x1 (Drop: Enigma Futotama - Delphinus)
Same effect as Tetraja spell. Protects all party members from one instant death spell until the end of battle.
Dekaja Stone
Buy Price : 500 Macca
Sell Price : 250 Macca
Materials : DF Delphite II x1 (Forma Search A - Delphinus)
Flight Feather x1 (Drop: Flight Caladrius - Delphinus)
Genma Conch x1 (Drop: Genma Kurama Tengu - Delphinus)
Removes positive parameter changes from all enemies.
Dekunda Stone
Buy Price : 500 Macca
Sell Price : 250 Macca
Materials : DF Delphite II x1 (Forma Search A - Delphinus)
Flight Feather x1 (Drop: Flight Caladrius - Delphinus)
UMA Foot x1 (Drop: UMA Hare of Inaba - Delphinus)
Removes negative parameter changes from all party members.
Sacrifice
Buy Price : N/A
Sell Price : 750 Macca
Protects the main character from one Expel or Curse-based instant death attack.
Chakra Elixir
Buy Price : N/A
Sell Price : 1 Macca

Restores small amount of MP to a single target.
 Infinite uses, but only usable in combat.

- Reward - EX Mission "False god in chains"

> Swords <

A list of the melee weapon/swords in the game, and how to get them.

Combat Knife 15 Atp: 1 Strike

Buy Price : N/A
 Sell Price : 350 Macca

- Initial equipment

Pixie Knife 2 Atp: 2-4 Strikes - Charm

Buy Price : N/A
 Sell Price : 600 Macca

- Reward - EX Mission "The injured little pixie"

Heat Knife 23 Atp: 1 Strike

Buy Price : 860 Macca
 Sell Price : 430 Macca

Materials : AT Antlite x1
 (Forma Search A - Antlia)
 Fairy Wings x1
 (Drop: Fairy Pixie - Antlia)
 Spirit Cuffs x1
 (Drop: Spirit Dybbuk or Poltergiest - Antlia)

Cursed Lance 15 Atp: 2 Strikes

Buy Price : 1050 Macca
 Sell Price : 525 Macca

Materials : AT Antlite II x1
 (Forma Search A - Antlia)
 Raptor Tissue x3
 (Drop: Raptor Onomoraki or Itsumade - Antlia)
 Jirae Dress x3
 (Drop: Jirae Hua Po - Antlia)

Slicer Knife 29 Atp: 1 Strike

Buy Price : 2600 Macca
 Sell Price : 1300 Macca

Materials : AT Bootite x1

(Forma Search A - Bootes) Beast Hoof x1 (Drop: Beast Katakirauwa - Bootes)	

Sonic Knife	36 Atp: 1 Strike

Buy Price : 2700 Macca Sell Price : 1350 Macca	
Materials : AT Bootite II x2 (Forma Search A - Bootes) Snake Spear x2 (Drop: Snake Naga - Bootes) Flight Band x1 (Drop: Flight Gu Huo Niao - Bootes)	

Athame Dagger	22 Atp: 1-3 Strikes

Buy Price : 3100 Macca Sell Price : 1550 Macca	
Materials : AT Bootite II x2 (Forma Search A - Bootes) Nymph Swimsuit x3 (Drop: Nymph Apsaras - Bootes) UMA Skin x9 (Drop: UMA Chupacabra - Bootes)	

Sleep Harpe	30 Atp: 1 Strike - Sleep

Buy Price : N/A Sell Price : 1450 Macca	
• Treasure box - Bootes 2F	

Plasma Knife	40 Atp: 1 Strike

Buy Price : 3700 Macca Sell Price : 1850 Macca	
Materials : AT Carite x2 (Forma Search A - Carina) Beast Seal x1 (Drop: Beast Inugami - Carina) Drake Stripes x1 (Drop: Drake Zhu Tun She - Carina)	

Chainsaw	38 Atp: 1 Strike - Fear

Buy Price : N/A Sell Price : 2250 Macca	
• Treasure box - Carina 2F	

Phozon Knife	45 Atp: 1 Strike

Buy Price : 3950 Macca	
Sell Price : 1975 Macca	
Materials : AT Carite II x2	
(Forma Search A - Carina)	
Wilder Volt x3	
(Drop: Wilder Raiju - Carina)	
Divine Shield x2	
(Drop: Divine Power - Carina)	
Nihil 55 Atp: 1 Strike - Random Foe - Paralyze	
Buy Price : 4950 Macca	
Sell Price : 2475 Macca	
Materials : AT Carite II x2	
(Forma Search A - Carina)	
Genma Spear x6	
(Drop: Genma Tam Lin - Carina)	
Enigma Clay x5	
(Drop: Enigma Kanbari - Carina)	
Pest Crop 44 Atp: 1-2 Strikes - Random Foes - Poison	
Buy Price : 7350 Macca	
Sell Price : 3675 Macca	
Materials : AT Delphite II x2	
(Forma Search A - Delphinus)	
Spirit Stalk x4	
(Drop: Spirit Pisaca - Delphinus)	
Enigma Himorogi x8	
(Drop: Enigma Futotama - Delphinus)	
Kamudo Sword 47 Atp: 1 Strike - Mute	
Buy Price : N/A	
Sell Price : 3300 Macca	
• Treasure box - Delphinus 3F	
Luna Knife 50 Atp: 1 Strike	
Buy Price : 7800 Macca	
Sell Price : 3900 Macca	
Materials : AT Delphite x2	
(Forma Search A - Delphinus)	
Haunt Dry Skin x1	
(Drop: Haunt Ghoul and Churel - Delphinus)	
Femme Snow x1	
(Drop: Femme Yuki Jyorou - Delphinus)	
Traitor Knife 55 Atp: 1 Strike	
Buy Price : 8100 Macca	

Sell Price : 4050 Macca	
Materials : AT Delphite II x2 (Forma Search A - Delphinus) Raptor Nerves x2 (Drop: Raptor Camazotz - Delphinus) Jirae Bones x2 (Drop: Jirae Kwancha - Delphinus)	

Snake Knife	42 Atp: 1-2 Strikes
Buy Price : 9400 Macca Sell Price : 4700 Macca	
Materials : AT Eridite x2 (Forma Search B - Eridanus) Snake Runes x3 (Drop: Snake Yurlungur - Eridanus) Drake Scale x3 (Drop: Drake Basilisk and Bai Suzhen - Eridanus)	

Caladbolg	59 Atp: 1 Strike - Paralysis
Buy Price : N/A Sell Price : 8800 Macca	
• Treasure box - Eridanus 1F	

Caliburn Knife	67 Atp: 1 Strike
Buy Price : 9650 Macca Sell Price : 4825 Macca	
Materials : AT Eridite II x1 (Forma Search B - Eridanus) Divine Chain x1 (Drop: Divine Dominion - Eridanus) Fairy Water x2 (Drop: Fairy Vivian - Eridanus)	

Onimaru	27 Atp: 2-4 Strikes - Fear
Buy Price : 10000 Macca Sell Price : 5000 Macca	
Materials : AT Eridite II x2 (Forma Search B - Eridanus) Brute Garment x7 (Drop: Brute Sui-Ki - Eridanus) Brute Clothes x6 (Drop: Brute Fuu-Ki - Eridanus)	

Hawthorn Spear	67 Atp: 1 Strike - Mute
Buy Price : 10000 Macca Sell Price : 5000 Macca	

Materials	: AT Eridite II x2 (Forma Search B - Eridanus) Genma Jar x9 (Drop: Genma Tlaloc - Eridanus) Spirit Acid x8 (Drop: Spirit Legion - Eridanus)
• Reward	- EX Mission "Forge! Forge!! Forge!!! I"
Gae Bolg	23 Atp: 3 Strikes - Random Foes
Buy Price	: N/A
Sell Price	: 4000 Macca
• Reward	- EX Mission "A formal search request"
Plasma Sword	26 Atp: 2-4 Strikes / Law Only
Buy Price	: N/A
Sell Price	: 5000 Macca
• Reward	- EX Mission "Before the holy battle II"
Vajra	54 Atp: 1-2 Strikes / Chaos Only
Buy Price	: N/A
Sell Price	: 5000 Macca
• Reward	- EX Mission "The ever-steeper trial II"
Cursed Sarai	82 Atp: 1 Strike - Charm - Random Foe
Buy Price	: N/A
Sell Price	: 6500 Macca
• Reward	- EX Mission "Forge! Forge!! Forge!!! II"
Answerer Knife	71 Atp: 1 Strike
Buy Price	: 11000 Macca
Sell Price	: 5500 Macca
Materials	: AT Forite x2 (Forma Search B - Fornax) Flight Tail x3 (Drop: Flight Rukh - Fornax) Tyrant Eye x1 (Drop: Tyrant Balor - Fornax)
• Reward	- EX Mission "Faerie land establishment IV"
Holy Knife	76 Atp: 1 Strike
Buy Price	: 12100 Macca

Sell Price : 6050 Macca	
Materials : AT Forite II x2 (Forma Search B - Fornax) Wood Face x3 (Drop: Wood Zaccoum - Fornax) Jirae Magma x1 (Drop: Jirae Tlaltecuhтли - Fornax)	

Mortal Knife	81 Atp: 1 Strike
Buy Price : 13200 Macca	
Sell Price : 6600 Macca	
Materials : AT Grusite x2 (Forma Search B - Grus) Fairy Helmet x1 (Drop: Fairy Oberon - Grus) Jirae Mud x2 (Drop: Jirae Gogmagog - Grus)	

Criticker	39 Atp: 2 Strikes - Poison
Buy Price : N/A	
Sell Price : 15200 Macca	
• Treasure box - Grus B2F • Reward - EX Mission "Faerie land establishment V"	

Azathoth Knife	85 Atp: 1 Strike
Buy Price : 14500 Macca	
Sell Price : 7250 Macca	
Materials : AT Grusite II x1 (Forma Search B - Grus) Drake Board x2 (Drop: Drake Kingu - Grus) Fairy Dust x3 (Drop: Fairy Titania - Grus)	

Yoshiyuki	70 Atp: 1 Strike - Sleep
Buy Price : 14900 Macca	
Sell Price : 7450 Macca	
Materials : AT Carite III x2 (Forma Search B - Carina) UMA Muzzle x7 (Drop: UMA Kuda - Carina) Genma Spear x7 (Drop: Genma Tam Lin - Carina)	

Gankou Sword	15 Atp: 3 Strikes - All Foes
Buy Price : 14900 Macca	
Sell Price : 7450 Macca	

Materials	: AT Antlite III x2 (Forma Search B - Antlia) Divine Wings x9 (Drop: Divine Angel and Archangel - Antlia) Genma Conch x5 (Drop: Genma Kurama Tengu - Delphinus)
Headhunter	90 Atp: 1 Strike - Random Foe
Buy Price	: 19800 Macca
Sell Price	: 9900 Macca
Materials	: AT Forite II x2 (Forma Search B - Fornax) Genma Helmet x6 (Drop: Genma Hanuman - Fornax) Femme Shears x3 (Drop: Femme Atropos - Fornax)
Sol Knife	92 Atp: 1 Strike
Buy Price	: 23000 Macca
Sell Price	: 11500 Macca
Materials	: AT Horolite x2 (Forma Search B - Horologium) Brute Fur Coat x2 (Drop: Brute Berserker - Horologium) Raptor Sun x2 (Drop: Raptor Huoniao - Horologium)
Masamune	101 Atp: 1 Strike
Buy Price	: 25000 Macca
Sell Price	: 12500 Macca
Materials	: AT Horolite II x2 (Forma Search B - Horologium) Femme Necklace x5 (Drop: Femme Dakini - Horologium) Haunt Ribs x4 (Drop: Haunt Vetala - Horologium)
Murakumo Clone	99 Atp: 1 Strike - Charm
Buy Price	: 39100 Macca
Sell Price	: 19550 Macca
Materials	: AT Grusite II x3 (Forma Search B - Grus) Wood Sceptre x8 (Drop: Wood Erlikonig - Grus) Genma Bugle x8 (Drop: Genma Heimdall - Grus)
Daimaen	62 Atp: 1 Strike - All Foes

Buy Price : 70800 Macca	
Sell Price : 35400 Macca	

Materials : AT Horolite x2	
(Forma Search B - Horologium)	
Reaper Knife x8	
(Drop: Reaper Nergal - Horologium)	
Wilder Flame x8	
(Drop: Wilder Fenrir - Horologium)	

Laevateinn	108 Atp: 1 Strike - Fear

Buy Price : 77400 Macca	
Sell Price : 38700 Macca	

Materials : AT Horolite II x2	
(Forma Search B - Horologium)	
Eerie Coronet x1	
(Drop: Fiend Trumpeter - Horologium)	
Tyrant Lignite x3	
(Drop: Tyrant Surt - Horologium)	

Dragon Fang	81 Atp: 1-2 Strikes

Buy Price : 96000 Macca	
Sell Price : 48000 Macca	

Materials : AT Antlite X x2	
(Forma Search C - Antlia)	
Reaper Knife x8	
(Drop: Reaper Nergal - Horologium)	
Drake Heart x6	
(Drop: Drake Fafnir - Horologium)	

• Reward* - EX Mission "The mecha-dragon's secret"	

Muramasa	110 Atp: 1 Strike - Charm

Buy Price : 96300 Macca	
Sell Price : 48150 Macca	

Materials : AT Bootite X x3	
(Forma Search C - Bootes)	
Sword Shard x2	
(Drop: Fiend Red Rider - Eridanus)	
Enigma Tusk x2	
(Drop: Enigma Kangiten - Enemy Search C)	

Dies Irae	68 Atp: 1 Strike - All Foes

Buy Price : 97000 Macca	
Sell Price : 48500 Macca	

Materials : AT Forite X x3	
(Forma Search C - Fornax)	
Cold Scythe x2	
(Drop: Fiend Pale Rider - Grus)	
Kishin Hammer x2	

(Drop: Kishin Thor - Enemy Search C)

Amenomurakumo 127 Atp: 1 Strike

Buy Price : N/A
Sell Price : 1 Macca

• Reward - EX Mission "Forge! Forge!! Forge!!! III"

Divine Sword 128 Atk: 1 Strike - Neutral Only

Buy Price : N/A
Sell Price : 1 Macca

• Reward - EX Mission "The wise man's library V"

Kurikara Blade 58 Atp: 1-4 Strikes - Random Foes
Chaos Only

Buy Price : N/A
Sell Price : 1 Macca

• Reward - EX Mission "The ever-steeper trial IV"

Ananomi Sword 130 Atp: 1 Strike - Law Only

Buy Price : N/A
Sell Price : 1 Macca

• Reward - EX Mission "The holy dragonslayer"

> Guns <

A list of the available guns in the game.

Strike Rifle 8 Atp: 1 Strike - All Foes

Skills : Fire Shot
Buy Price : N/A
Sell Price : 500 Macca

• Initial equipment

Iperitta 22 Atp: 1 Strike

Skills : BC Shot / Elec Shot
Buy Price : 1120 Macca
Sell Price : 560 Macca

Materials : AT Antlite x1
(Forma Search A - Antlia)
Flight Beak x1

	(Drop: Flight Tangata Manu - Antlia) Foul Mucous x1 (Drop: Foul Slime - Antlia)	
Caloric	12 Atp: 1 Strike - All Foes	
Skills	: Legshot	
Buy Price	: 1200 Macca	
Sell Price	: 600 Macca	
Materials	: AT Antlite x1 (Forma Search A - Antlia) Fairy Wings x1 (Drop: Fairy Pixie - Antlia) Vermin Rope x1 (Drop: Vermin Okiku-Mushi - Antlia)	
Andersen	17 Atp: 2 Strikes - Random Foes	
Skills	: Ice Shot	
Buy Price	: 2200 Macca	
Sell Price	: 1100 Macca	
Materials	: AT Antlite II x1 (Forma Search A - Antlia) Yoma Leaf x3 (Drop: Yoma Koppa Tengu - Antlia) Brute Horn x2 (Drop: Brute Oni - Antlia)	
Alabaster	25 Atp: 1-2 Strikes - Random Foes	
Skills	: Wind Shot	
Buy Price	: 3340 Macca	
Sell Price	: 1670 Macca	
Materials	: AT Bootite x1 (Forma Search A - Bootes) Night Tail x1 (Drop: Night Lilim - Bootes) Brute Fishbone x1 (Drop: Brute Azumi - Bootes)	
Desonberi	32 Atp: 1 Strike	
Skills	: Randy Shot / Armshot / Airstrike	
Buy Price	: 3540 Macca	
Sell Price	: 1770 Macca	
Materials	: AT Bootite x1 (Forma Search A - Bootes) Night Skull x1 (Drop: Night Fomorian - Bootes) Jaki Hammer x1 (Drop: Jaki Ippon-Datara - Bootes)	
Gazamazutsu	23 Atp: 1 Strike - All Foes	

Skills : Shadow Bind Buy Price : 3950 Macca Sell Price : 1975 Macca	
Materials : AT Bootite II x2 (Forma Search A - Bootes) Kishin Horns x7 (Drop: Kishin Takeminakata - Bootes) Brute Fishbone x3 (Drop: Brute Azumi - Bootes)	
Blaster 41 Atp: 1 Strike	
Skills : Fire Spray / Heat Shot / Armshot Buy Price : 4800 Macca Sell Price : 2400 Macca	
Materials : AT Carite x1 (Forma Search A - Carina) Haunt Plasm x2 (Drop: Haunt Mou-Ryo - Carina) Yoma Hood x1 (Drop: Yoma Karasu Tengu - Carina)	
Miracle Gun 23 Atp: 1 Strike - All Foes	
Skills : Snipe Buy Price : 5000 Macca Sell Price : 2500 Macca	
Materials : AT Carite x1 (Forma Search A - Carina) Brute Boards x1 (Drop: Brute Momunofu - Carina) Snake Snout x1 (Drop: Snake Nozuchi - Carina)	
Cat's Punch 58 Atp: 1 Strike - Random Foe	
Skills : Cat Punch Buy Price : 6500 Macca Sell Price : 3250 Macca	
Materials : AT Carite II x2 (Forma Search A - Carina) Red Capote x1 (Drop: Fiend Matador - Carina) Beast Hairball x4 (Drop: Beast Nekomata - Carina)	
Frost Cannon 55 Atp: 1 Strike	
Skills : Frigid Shot / Bolt Spray / Storm Shot Buy Price : N/A Sell Price : 1 Macca	
• Reward - EX Mission "The snowman's revenge"	

Jackal 63 Atp: 1 Strike

Skills : Say Goodnight / Flame Spray / Rock Bullet
Buy Price : 7500 Macca
Sell Price : 3750 Macca

Materials : AT Delphite II x2
(Forma Search A - Delphinus)
Raptor Talon x3
(Drop: Raptor Zhen - Delphinus)
Victor's Bow x1
(Drop: Fiend White Rider - Delphinus)

Manshonyaga 29 Atp: 1 Strike - All Foes

Skills : Rock Bullet
Buy Price : 10800 Macca
Sell Price : 5400 Macca

Materials : AT Delphite x1
(Forma Search A - Delphinus)
Jaki Pelt x1
(Drop: Jaki Wendigo - Delphinus)
Fallen Rattle x2
(Drop: Fallen Orias - Delphinus)

Randall 23 Atp: 1-4 Strikes - Random Foes

Skills : Flame Shot
Buy Price : 11200 Macca
Sell Price : 5600 Macca

Materials : AT Delphite x1
(Forma Search A - Delphinus)
Vile Long Horn x1
(Drop: Vile Baphomet - Delphinus)
Wood Roots x2
(Drop: Wood Mandrake - Delphinus)

Brionac 22 Atp: 2-3 Strikes - Random Foes

Skills : Crossfire
Buy Price : 12200 Macca
Sell Price : 6100 Macca

Materials : AT Eridite x2
(Forma Search B - Eridanus)
Yoma Cloud x3
(Drop: Yoma Shiwanua - Eridanus)
Fallen Tome x3
(Drop: Fallen Dantalian - Eridanus)

Abba Dingo 40 Atp: 1 Strike - All Foes

Skills : Gust Shot
Buy Price : 12400 Macca
Sell Price : 6200 Macca

Materials	: AT Eridite II x2 (Forma Search B - Eridanus) Snake Shell x6 (Drop: Snake Gui Xian - Eridanus) Sword Shard x2 (Drop: Fiend Red Rider - Eridanus)
• Reward - EX Mission "The shadow withdraws"	
Pinlight	67 Atp: 1 Strike
Skills	: Gust Spray / Earthlight Ray
Buy Price	: 13500 Macca
Sell Price	: 6750 Macca
Materials	: AT Eridite x2 (Forma Search B - Eridanus) Wilder Mask x2 (Drop: Wilder Pellaidh - Eridanus) Tyrant Glacier x2 (Drop: Tyrant King Frost - Eridanus)
Buffalo Gun	32 Atp: 2-3 Strikes - Random Foes
Skills	: Elec Spray
Buy Price	: 14300 Macca
Sell Price	: 7150 Macca
Materials	: AT Forite x1 (Forma Search B - Fornax) Beast Talons (Drop: Beast Gryphon - Fornax) Wilder Eye x2 (Drop: Wilder Catoblepas - Fornax)
Scouter	44 Atp: 1 Strike - All Foes
Skills	: Soul Scanner
Buy Price	: 14800 Macca
Sell Price	: 7400 Macca
Materials	: AT Carite III x2 (Forma Search B - Carina) UMA Foot (Drop: UMA Hare of Inaba - Delphinus) Beast Hairball x8 (Drop: Beast Nekomata - Carina)
Revolver	14 Atp: 4-6 Strikes
Skills	: Rock Bullet / Cripple / Wind Spray
Buy Price	: 15100 Macca
Sell Price	: 7550 Macca
Materials	: AT Antlite III x3 (Forma Search B - Antlia) Jaki Bolt x6 (Drop: Jaki Gremlin - Antlia)

Kishin Horns x6 (Drop: Kishin Takeminakata - Bootes)	

Blizzard	41 Atp: 1 Strike - All Foes

Skills : Frost Spray	
Buy Price : 15600 Macca	
Sell Price : 7800 Macca	

Materials : AT Forite x1	
(Forma Search B - Fornax)	
Reaper Rime x1	
(Drop: Reaper Hel - Fornax)	
Fallen Star x2	
(Drop: Fallen Decarabia - Fornax)	

Reaper Colt	82 Atp: 1 Strike

Skills : Storm Shot / Inferno Shot / Headshot	
Buy Price : 17100 Macca	
Sell Price : 8550 Macca	

Materials : AT Grusite x2	
(Forma Search B - Grus)	
Reaper Fruit x1	
(Drop: Reaper Persephone - Grus)	
Yoma Mask x3	
(Drop: Yoma Xiuhtecuhtli - Grus)	

Cromwell	31 Atp: 2-4 Strikes - Random Foes

Skills : Moonlight Ray	
Buy Price : 18200 Macca	
Sell Price : 9100 Macca	

Materials : AT Grusite II x1	
(Forma Search B - Grus)	
Reaper Tux x3	
(Drop: Reaper Guedhe - Grus)	
Haunt Skin x3	
(Drop: Haunt Kudlak - Grus)	

Golden Gun	92 Atp: 1 Strike

Skills : Frost Shot / Bolt Shot	
Buy Price : 22500 Macca	
Sell Price : 11250 Macca	

Materials : AT Forite II x3	
(Forma Search B - Fornax)	
Judgment Scale x3	
(Drop: Fiend Black Rider - Fornax)	
Wood Thorn x6	
(Drop: Wood Alraune - Fornax)	

Monopole	53 Atp: 1 Strike - All Foes

| Skills : Weakshot
| Buy Price : 30000 Macca
| Sell Price : 15000 Macca
|
| Materials : AT Horolite x2
| (Forma Search B - Horologium)
| Brute Fur Coat x2
| (Drop: Brute Berserker - Horologium)
| Divine Column x1
| (Drop: Divine Cherub - Horologium)
|

| Gigasmash 34 Atp: 2-3 Strikes - Random Foes |

| Skills : Shock Shot
| Buy Price : 31200 Macca
| Sell Price : 15600 Macca
|
| Materials : AT Horolite x2
| (Forma Search B - Horologium)
| Drake Eyeball x2
| (Drop: Drake Mushussu - Horologium)
| Drake Kaina x2
| (Drop: Drake Nidhoggr - Horologium)
|

| Jestcost 55 Atp: 1 Strike - All Foes |

| Skills : Headshot
| Buy Price : 36700 Macca
| Sell Price : 18300 Macca
|
| Materials : AT Grusite II x3
| (Forma Search B - Grus)
| Tyrant Tongue x3
| (Drop: Tyrant Abaddon - Grus)
| Cold Scythe x1
| (Drop: Fiend Pale Rider - Grus)
|

| Pinaka 105 Atp: 1 Strike |

| Skills : Grateful One / Storm Spray / Desperado
| Buy Price : 57200 Macca
| Sell Price : 28600 Macca
|
| Materials : AT Horolite II x2
| (Forma Search B - Horologium)
| Enigma Lotus x8
| (Drop: Enigma Kama - Horologium)
| Jaki Chain x8
| (Drop: Jaki Hecatoncheir - Horologium)
|

| Sorcery Gun 61 Atp: 1 Strike - All Foes |

| Skills : Shock Spray / Desperado
| Buy Price : 63800 Macca
| Sell Price : 31900 Macca
|
| Materials : AT Horolite II x2
| (Forma Search B - Horologium)
| Tyrant Orb x8
|

(Drop: Tyrant Tzitzimitl - Horologium)
Yoma Ivory x8
(Drop: Yoma Ganesha - Horologium)

Meteor Dragoon	117 Atp: 1 Strike
Skills : Freischutz / Gust Shot / Moan Bullet Buy Price : 93700 Macca Sell Price : 46850 Macca	
Materials : AT Delphite X x3 (Forma Search C - Delphinus) Vile Bone x2 (Drop: Vile Seth - Enemy Search C) Reaper Tablet x2 (Drop: Reaper Mot - Enemy Search C)	

Ebony Tear	33 Atp: 3-4 Strikes - Random Foes
Skills : Moan Bullet Buy Price : 95000 Macca Sell Price : 47500 Macca	
Materials : AT Antlite X x3 (Forma Search C - Antlia) Victor's Bow x2 (Drop: Fiend White Rider - Delphinus) Vile Prehnite x2 (Drop: Vile Samael - Enemy Search C)	

Megido Fire	74 Atp: 1 Strike - All Foes / Law Only
Skills : Inferno Spray / Riot Gun Copy / Inferno Shot Buy Price : N/A Sell Price : 1 Macca	
• Reward - EX Mission "Evil's lingering shadow"	

Peacemaker	130 Atp: 1 Strike / Chaos Only
Skills : Moan Bullet / Frigid Spray / Grateful One Buy Price : N/A Sell Price : 1 Macca	
• Reward - EX Mission "Mara's desire"	

> Armor <

List of the armor available in the game.

Tactical Vest	16 Def
Buy Price : N/A Sell Price : 435 Macca	

• Initial equipment

Survivor Armor 21 Def - St: Phys / Wk: Fire

Buy Price : 950 Macca

Sell Price : 475 Macca

Materials : DF Antlite x1
(Forma Search A - Antlia)
Jirae Rags x1
(Drop: Jirae Knocker - Antlia)

Ancient Vest 24 Def - St: Fire / Wk: Gun

Buy Price : 990 Macca

Sell Price : 495 Macca

Materials : DF Antlite x1
(Forma Search A - Antlia)
Brute Horn x1
(Drop: Brute Oni - Antlia)
Jaki Bolt x2
(Drop: Jaki Gremlin - Antlia)

Rasetsu Vest 22 Def - Nu: Curse

Buy Price : N/A

Sell Price : 1800 Macca

• Reward - EX Mission "That unforgettable taste..."

Dark Vest 28 Def - Nu: Curse / Wk: Elec

Buy Price : 2870 Macca

Sell Price : 1435 Macca

Materials : DF Bootite x1
(Forma Search A - Bootes)
Wilder Fur x1
(Drop: Wilder Jueyuan - Bootes)
Beast Hoof x1
(Drop: Beast Katakirauwa - Bootes)

Gold Vest 30 Def - St: Fire, Elec / Wk: Ice

Buy Price : 2900 Macca

Sell Price : 1450 Macca

Materials : DF Bootite x1
(Forma Search A - Bootes)
Haunt Ball x3
(Drop: Haunt Preta - Bootes)
Fairy Pouch x1
(Drop: Fairy Goblin - Bootes)

Green Vest	34 Def - St: Ice, Curse / Wk: Fire
Buy Price : 3500 Macca	
Sell Price : 1750 Macca	
Materials : DF Bootite II x2	
(Forma Search A - Bootes)	
UMA Skin x5	
(Drop: UMA Chupacabra - Bootes)	
Fairy Pouch x2	
(Drop: Fairy Goblin - Bootes)	
Ice Vest	43 Def - Nu: Ice / Wk: Fire
Buy Price : 4000 Macca	
Sell Price : 2000 Macca	
Materials : DF Carite x1	
(Forma Search A - Carina)	
UMA Muzzle x3	
(Drop: UMA Kuda - Carina)	
Enigma Clay x2	
(Drop: Enigma Kanbari - Carina)	
Gustible Vest	39 Def - St: Wind / Wk: Gun
Buy Price : 4100 Macca	
Sell Price : 2050 Macca	
Materials : DF Carite x1	
(Forma Search A - Carina)	
Wood Gourd x2	
(Drop: Wood Shan Xiao - Carina)	
Spirit Blaze x1	
(Drop: Spirit Inferno - Carina)	
Recycle Vest	40 Def - St: Phys, Gun / Wk: Magic
Buy Price : 4750 Macca	
Sell Price : 2375 Macca	
Materials : DF Carite II x2	
(Forma Search A - Carina)	
Vermin Abdomen x2	
(Drop: Vermin Myrmecolion - Carina)	
Raptor Dress x2	
(Drop: Raptor Moh Shuvuu - Carina)	
Ironman Vest	46 Def - St: Phys / Wk: Fire
Buy Price : 8500 Macca	
Sell Price : 4250 Macca	
Materials : DF Delphite x2	
(Forma Search A - Delphinus)	
Night Horn x2	
(Drop: Night Incubus - Delphinus)	
Fallen Rattle x1	

(Drop: Fallen Orias - Delphinus)

Chernobog Vest

62 Def - St: Curse

Buy Price : N/A

Sell Price : 1 Macca

• Reward - EX Mission "Find a sickle called Pest Crop"

Belobog Vest

65 Def - St: Phys

Buy Price : N/A

Sell Price : 1 Macca

• Reward - EX Mission "Hawthorn Spear needed"

Demon's Skin

51 Def - Nu: Curse / Wk: Expel

Buy Price : 9180 Macca

Sell Price : 4590 Macca

Materials : DF Delphite x1
(Forma Search A - Delphinus)
Wilder Stripes x2
(Drop: Wilder Nue - Delphinus)
Yoma Cloak x1
(Drop: Yoma Dis - Delphinus)

Rock Vest

55 Def - St: Fire / Wk: Gun

Buy Price : 9300 Macca

Sell Price : 4650 Macca

Materials : DF Delphite II x2
(Forma Search A - Delphinus)
Beast Flask x2
(Drop: Beast Hsing-Hsing - Delphinus)
Vermin Antenna x1
(Drop: Vermin Mothman - Delphinus)

Tsukikage Vest

60 Def - St: Wind, Curse / Wk: Gun

Buy Price : 9700 Macca

Sell Price : 4850 Macca

Materials : DF Eridite x2
(Forma Search B - Eridanus)
Drake Scale x3
(Drop: Drake Basilisk or Bai Suzhen
- Eridanus)
Yoma Cloud x2
(Drop: Yoma Shiwanna - Eridanus)

Armor Vest

61 Def - St: Phys, Gun, Curse / Wk: Elec

Buy Price : 10500 Macca
Sell Price : 5250 Macca

Materials : DF Eridite x2
(Forma Search B - Eridanus)
Jirae Plate x1
(Drop: Jirae Titan - Eridanus)
Fairy Shroud x5
(Drop: Fairy Spriggan - Eridanus)

Thiotimo Vest 67 Def - St: Elec, Wind / Wk: Fire, Ice

Buy Price : 11000 Macca
Sell Price : 5500 Macca

Materials : DF Eridite II x2
(Forma Search B - Eridanus)
Vile Veins x2
(Drop: Vile Mishaguji - Eridanus)
Tyrant Glacier x3
(Drop: Tyrant King Frost - Eridanus)

Cleric Robes 60 Def - Dr: Elec / St: Wind / Wk: Curse

Buy Price : N/A
Sell Price : 1 Macca

• Reward - EX Mission "Before the holy battle III"

Monarch Vest 110 Def - St: Gun / Wk: Expel

Buy Price : N/A
Sell Price : 1 Macca

• Reward - EX Mission "The ever-steeper trial III"

Hardwired 72 Def - St: Ice / Wk: Elec

Buy Price : 11800 Macca
Sell Price : 5900 Macca

Materials : DF Forite x2
(Forma Search B - Fornax)
Femme Spool x2
(Drop: Femme Clotho - Fornax)
Raptor Ulna
(Drop: Raptor Gurr - Fornax)

Life Vest 68 Def - St: Wind, Curse / Wk: Ice

Buy Price : 12500 Macca
Sell Price : 6250 Macca

Materials : DF Forite x2
(Forma Search B - Fornax)
Jaki Hide x1
(Drop: Jaki Grendel - Fornax)

Night Mustache (Drop: Night Kaiwan - Fornax)	

Jet Vest	+5 Ag / +10 MP / 63 Def

Buy Price : 12600 Macca	
Sell Price : 6300 Macca	

Materials : DF Bootite III x2	
(Forma Search B - Bootes)	
Jaki Hammer x5	
(Drop: Jaki Ippon-Datara - Bootes)	
Enigma Himorogi x6	
(Drop: Enigma Futotama - Delphinus)	

Metal Vest	76 Def - St: Phys / Wk: Elec

Buy Price : 13900 Macca	
Sell Price : 6950 Macca	

Materials : DF Forite II x2	
(Forma Search B - Fornax)	
Vile Wool x1	
(Drop: Vile Taotie - Fornax)	
Divine Wheel x1	
(Drop: Divine Throne - Fornax)	

Scanner Vest	80 Def - St: Fire

Buy Price : 14500 Macca	
Sell Price : 7250 Macca	

Materials : DF Grusite x2	
(Forma Search B - Grus)	
Vile Goggles x1	
(Drop: Vile Pachacamac - Grus)	
Beast Scales x1	
(Drop: Beast Ammut - Grus)	

Daruma Vest	+11 HP / +5 Vi / 76 Def

Buy Price : 14900 Macca	
Sell Price : 7450 Macca	

Materials : DF Delphite III x2	
(Forma Search B - Delphinus)	
Genma Jar x4	
(Drop: Genma Tlaloc - Eridanus)	
Beast Flask x3	
(Drop: Beast Hsing-Hsing - Delphinus)	

Tenma Vest	85 Def - St: Gun / Wk: Expel

Buy Price : 22000 Macca	
Sell Price : 11000 Macca	

Materials : DF Grusite II x2	

(Forma Search B - Grus)
Avian Wing x3
(Drop: Avian Garuda - Grus)
Fallen Crown x3
(Drop: Fallen Gemori - Grus)

Faerie Armor 107 Def - Nu: Curse / St: Wind / Wk: Elec
+10 HP

Buy Price : N/A
Sell Price : 1 Macca

• After EX Mission "Faerie land establishment V" has been completed, talk to Oberon in the fairie village. He is in the southwest part of the village in Antlia 1F.

Wind Guard 93 Def - Nu: Wind / Wk: Elec

Buy Price : 30000 Macca
Sell Price : 15000 Macca

Materials : DF Horolite II x2
(Forma Search B - Horologium)
Raptor Molt x2
(Drop: Raptor Hresvelgr - Horologium)
Femme Claws x3
(Drop: Femme Ranga - Horologium)

Thunder Guard 93 Def - Nu: Elec / Wk: Wind

Buy Price : 30000 Macca
Sell Price : 15000 Macca

Materials : DF Horolite II x2
(Forma Search B - Horologium)
Night Snake x5
(Drop: Night Lilith - Horologium)
Snake Hoods x3
(Drop: Snake Ananta - Horologium)

Ice Guard 93 Def - Nu: Ice / Wk: Fire

Buy Price : 30000 Macca
Sell Price : 15000 Macca

Materials : DF Horolite II x2
(Forma Search B - Horologium)
Vile Skeleton x2
(Drop: Vile Pales - Horologium)
Haunt Ribs
(Drop: Haunt Vetala - Horologium)

Fire Guard 93 Def - Nu: Fire / Wk: Ice

Buy Price : 30000 Macca
Sell Price : 15000 Macca

Materials : DF Horolite II x2
(Forma Search B - Horologium)
Raptor Sun x6
(Drop: Raptor Huonaio - Horologium)
Beast Flame x6
(Drop: Beast Cerberus - Horologium)

Earth Mail 86 Def - Nu: Elec / Wk: Ice

Buy Price : 30000 Macca
Sell Price : 15000 Macca
Materials : DF Horolite x2
(Forma Search B - Horologium)
Drake Kaina x2
(Drop: Drake Nidhoggr - Horologium)
Wilder Earth
(Drop: Wilder Cabracan - Horologium)

Dragon Vest 115 Def - Nu: Fire, Elec

Buy Price : 84400 Macca
Sell Price : 42200 Macca
Materials : DF Carite X x2
(Forma Search C - Carina)
Drake Heart x6
(Drop: Drake Fafnir - Horologium)
Onogoro Stone x3
(Forma Search B - Horologium)
• Reward* - EX Mission "The mecha-dragon's secret"

Fimbul Vest +100 HP / 117 Def - Nu: Ice, Wind

Buy Price : 85800 Macca
Sell Price : 42900 Macca
Materials : DF Eridite X x3
(Forma Search C - Eridanus)
Judgment Scale x2
(Drop: Fiend Black Rider - Fornax)
Kishin Hammer x2
(Drop: Kishin Thor - Enemy Search C)

Mesotes Vest 119 Def - Nu: Curse

Buy Price : 87100 Macca
Sell Price : 43550 Macca
Materials : DF Grusite X x3
(Forma Search C - Grus)
Reaper Tablet x2
(Drop: Reaper Mot - Enemy Search C)
Enigma Tusk x2
(Drop: Enigma Kangiten - Enemy Search C)

Absolute Vest	127 Def - Nu: Gun
Buy Price : 92400 Macca	
Sell Price : 46200 Macca	
Materials : DF Carite X x3	
(Forma Search C - Carina)	
Vile Prehnite x2	
(Drop: Vile Samael - Enemy Search C)	
Vile Bone x2	
(Drop: Vile Seth - Enemy Search C)	

> Accessories <

Mind Ring	+10 MP
Buy Price : 1000 Macca	
Sell Price : 500 Macca	
Materials : AC Antlite x2	
(Forma Search A - Antlia)	
Divine Wings x1	
(Drop: Divine Angel and Archangel - Antlia)	
Night Sand x1	
(Drop: Night Sandman - Antlia)	

Body Ring	+10 HP
Buy Price : 1000 Macca	
Sell Price : 1000 Macca	
Materials : AC Antlite x2	
(Forma Search A - Antlia)	
Fallen Purse x1	
(Drop: Fallen Melchom - Antlia)	
Beast Fine Fur x2	
(Drop: Beast Kaso - Antlia)	

Spell Ring	+2 Ma
Buy Price : 1500 Macca	
Sell Price : 750 Macca	
Materials : AC Bootite x1	
(Forma Search A - Bootes)	
Fallen Candle x2	
(Drop: Fallen Bifrons - Bootes)	

Fortune Ring	+2 Lu
Buy Price : 1500 Macca	
Sell Price : 750 Macca	
Materials : AC Bootite x1	
(Forma Search A - Bootes)	
Divine Staff x2	

(Drop: Divine Principality - Bootes)	

Speed Ring	+2 Ag

Buy Price : 1500 Macca	
Sell Price : 750 Macca	

Materials : AC Bootite x1	
(Forma Search A - Bootes)	
Flight Leg x2	
(Drop: Flight Harpy - Bootes)	

Health Ring	+2 Vi

Buy Price : 1500 Macca	
Sell Price : 750 Macca	

Materials : AC Bootite x1	
(Forma Search A - Bootes)	
Yoma Webbing x2	
(Drop: Yoma Vodyanik - Bootes)	

Brawn Ring	+2 St

Buy Price : 1500 Macca	
Sell Price : 750 Macca	

Materials : AC Bootite x1	
(Forma Search A - Bootes)	
Vermin Legs x2	
(Drop: Vermin Ubu - Bootes)	

Counter Ring	30% chance to Counter vs Phys/Gun

Buy Price : 2800 Macca	
Sell Price : 1400 Macca	

Materials : AC Carite x3	
(Forma Search A - Carina)	
Red Capote x1	
(Drop: Fiend Matador - Carina)	
Foul Clay x2	
(Drop: Foul Doppelganger - Carina)	

Sorcery Ring	+4 Ma

Buy Price : 3000 Macca	
Sell Price : 1500 Macca	

Materials : AC Grusite x2	
(Forma Search B - Grus)	
Night Torch x2	
(Drop: Night Wild Hunt - Grus)	
Tyrant Wing x1	
(Drop: Tyrant Loki - Grus)	

Kismet Ring	+4 Lu
Buy Price : 3000 Macca	
Sell Price : 1500 Macca	
Materials : AC Forite x2	
(Forma Search B - Fornax)	
Jirae Magma x2	
(Drop: Jirae Tlaltecuhтли - Fornax)	
Jaki Hide x1	
(Drop: Jaki Grendel - Fornax)	
Alacrity Ring	+4 Ag
Buy Price : 3000 Macca	
Sell Price : 1500 Macca	
Materials : AC Forite x2	
(Forma Search B - Fornax)	
Haunt Jacket x2	
(Drop: Haunt Strigoii - Fornax)	
Raptor Ulna x2	
(Drop: Raptor Gurr - Fornax)	
Fitness Ring	+4 Vi
Buy Price : 3000 Macca	
Sell Price : 1500 Macca	
Materials : AC Forite x2	
(Forma Search B - Fornax)	
Fallen Star x2	
(Drop: Fallen Decarabia - Fornax)	
Femme Ruler	
(Drop: Femme Lachesis - Fornax)	
Might Ring	+4 St
Buy Price : 3000 Macca	
Sell Price : 3000 Macca	
Materials : AC Carite x1	
(Forma Search A - Carina)	
Wood Gourd x2	
(Drop: Wood Shan Xiao - Carina)	
Drake Stripes x2	
(Drop: Drake Zhu Tun She - Carina)	
Dynamic Ring	+15 MP
Buy Price : 3000 Macca	
Sell Price : 1500 Macca	
Materials : AC Carite x1	
(Forma Search A - Carina)	
Fallen Feather x1	
(Drop: Fallen Halphas - Carina)	
Jirae Seal x3	

(Drop: Jirae Sudama - Carina)	

Stamina Ring	+15 HP

Buy Price : 3000 Macca	
Sell Price : 1500 Macca	

Materials : AC Carite x1	
(Forma Search A - Carina)	
Jirae Tools x2	
(Drop: Jirae Dwarf - Carina)	
Brute Pelt x1	
(Drop: Brute Yamawaro - Carina)	

Dauntless Ring	Prevents Paralysis status

Buy Price : 5000 Macca	
Sell Price : 2500 Macca	

Materials : AC Eridite II x2	
(Forma Search B - Eridanus)	
Nymph Hat x2	
(Drop: Nymph Senri - Eridanus)	
Tyrant Glacier x3	
(Drop: Tyrant King Frost - Eridanus)	

Cohesion Ring	Prevents Bomb status

Buy Price : 5000 Macca	
Sell Price : 2500 Macca	

Materials : AC Eridite x2	
(Forma Search A - Eridanus)	
Nymph Hat x1	
(Drop: Nymph Senri - Eridanus)	
Jaki Hair x4	
(Drop: Jaki Rakshasa - Eridanus)	

Supple Ring	Prevents Stone status

Buy Price : 5000 Macca	
Sell Price : 2500 Macca	

Materials : AC Eridite II x2	
(Forma Search B - Eridanus)	
Beast Mane x3	
(Drop: Beast Orthrus - Eridanus)	
Vermin Thread x2	
(Drop: Vermin Arachne - Eridanus)	

Boundless Ring	Prevents Mute status

Buy Price : 5000 Macca	
Sell Price : 2500 Macca	

Materials : AC Delphite x3	
(Forma Search A - Delphinus)	

Divine Heart x2
(Drop: Divine Virtue - Delphinus)
Genma Conch x1
(Drop: Genma Kurama Tengu - Delphinus)

Resolve Ring Prevents Strain status

Buy Price : 5000 Macca
Sell Price : 2500 Macca

Materials : AC Delphite x3
(Forma Search A - Delphinus)
Wood Bark
(Drop: Wood Skogsra - Delphinus)
UMA Foot x2
(Drop: UMA Hare of Inaba - Delphinus)

Stoic Ring Prevents Charm status

Buy Price : 5000 Macca
Sell Price : 2500 Macca

Materials : AC Carite x2
(Forma Search A - Carina)
Spirit Scythe x2
(Drop: Spirit Macabre - Carina)
Fairy Kerchief
(Drop: Fairy Silky - Carina)

Antidote Ring Prevents Poison status

Buy Price : 5000 Macca
Sell Price : 2500 Macca

Materials : AC Bootite x2
(Forma Search A - Bootes)
Fallen Candle x2
(Drop: Fallen Bifrons - Bootes)
Femme Anklet x6
(Drop: Femme Leanan Sidhe - Bootes)

Alert Ring Prevents Sleep status

Buy Price : 5000 Macca
Sell Price : 2500 Macca

Materials : AC Bootite x2
(Forma Search A - Bootes)
UMA Skin x2
(Drop: UMA Chupacabra - Bootes)
Nymph Swimsuit x1
(Drop: Nymph Apsaras - Bootes)

Fearless Ring Prevents Fear status

Buy Price : 5000 Macca
Sell Price : 2500 Macca

Materials : AC Bootite x2
(Forma Search A - Bootes)
Kishin Horns x2
(Drop: Kishin Takeminakata - Bootes)
Night Skull x1
(Drop: Night Fomorian - Bootes)

Life Ring +10 HP / Restores HP per Moon phase

Buy Price : 7000 Macca
Sell Price : 3500 Macca

Materials : AC Delphite II x2
(Forma Search B - Delphinus)
Enigma Clay x5
(Drop: Enigma Kanbari - Carina)
Vile Veins x6
(Drop: Vile Mishaguji - Eridanus)

Mage Ring +20 MP

Buy Price : 9000 Macca
Sell Price : 4500 Macca

Materials : AC Eridite x2
(Forma Search A - Eridanus)
Snake Runes x2
(Drop: Snake Yurlungur - Eridanus)
Fallen Tome x3
(Drop: Fallen Dantalian - Eridanus)

Tank Ring +20 HP

Buy Price : 9000 Macca
Sell Price : 4500 Macca

Materials : AC Eridite x2
(Forma Search A - Eridanus)
Brute Gold x2
(Drop: Brute Kin-Ki - Eridanus)
Flight Talon x5
(Drop: Flight Toufei - Eridanus)

Vengeance Ring 50% chance to Retaliate vs Phys/Gun
(at 150% of normal Attack Power)

Buy Price : 9000 Macca
Sell Price : 4500 Macca

Materials : AC Bootite II x2
(Forma Search B - Bootes)
UMA Skin x6
(Drop: UMA Chupacabra - Bootes)
Tyrant Glacier x6
(Drop: Tyrant King Frost - Eridanus)

Force Ring	Increases Wind damage

Buy Price : 11000 Macca	
Sell Price : 5500 Macca	
Materials : AC Forite II x2	
(Forma Search B - Fornax)	
Genma Helmet x2	
(Drop: Genma Hanuman - Fornax)	
Flight Scale x4	
(Drop: Flight Da Peng - Fornax)	

Thunder Ring	Increases Elec damage

Buy Price : 11000 Macca	
Sell Price : 5500 Macca	
Materials : AC Forite II x2	
(Forma Search B - Fornax)	
Enigma Sphere x2	
(Drop: Enigma Kinmamon - Fornax)	
Wilder Eye x5	
(Drop: Wilder Catoblepas or Manticore - Fornax)	

Yggdrasil Ring	Prevents Poison / +15 HP

Buy Price : N/A	
Sell Price : 3000 Macca	
• Reward - EX Mission "The madness of Yggdrasil"	

Nornir Ring	+1 all stats

Buy Price : N/A	
Sell Price : 6000 Macca	
• Reward - EX Mission "Fateful aid"	

Melchom Ring	Prevents Strain / +20 MP

Buy Price : N/A	
Sell Price : 10000 Macca	
• Reward - EX Mission "Melchom's task III"	

Odin Ring	+15 MP / Restores MP per Moon phase

Buy Price : N/A	
Sell Price : 10000 Macca	
• Reward - EX Mission "Can you find my beloved horse?"	

Frost Ring	Increases Ice damage

Buy Price	: 11000 Macca
Sell Price	: 5500 Macca
Materials	: AC Forite II x2 (Forma Search B - Fornax) Genma Helmet x2 (Drop: Genma Hanuman - Fornax) Reaper Rime x2 (Drop: Reaper Hel - Fornax)

Flame Ring	Increases Fire damage
Buy Price	: 11000 Macca
Sell Price	: 5500 Macca
Materials	: AC Forite II x2 (Forma Search B - Fornax) Enigma Sphere x2 (Drop: Enigma Kinmamon - Fornax) Divine Wheel x2 (Drop: Divine Throne - Fornax)

Wizard Ring	+25 MP / Nu: Expel
Buy Price	: 12000 Macca
Sell Price	: 6000 Macca
Materials	: AC Grusite x2 (Forma Search B - Grus) Night Choker x3 (Drop: Night Succubus - Grus) Nymph Robe x2 (Drop: Nymph Peri and Sarasvati - Grus)

Warrior Ring	+25 HP
Buy Price	: 12000 Macca
Sell Price	: 6000 Macca
Materials	: AC Grusite x2 (Forma Search B - Grus) Raptor Jar x3 (Drop: Raptor Anzu - Grus) Yoma Bridle x2 (Drop: Yoma Valkyrie - Grus)

Laplace Ring	-1 to all combat paramaters to fully analyzed enemy demons at beginning of a battle.
Buy Price	: 30000 Macca
Sell Price	: 15000 Macca
Materials	: AC Horolite x3 (Forma Search B - Horologium) Tyrant Lignite x2 (Drop: Tyrant Surt - Horologium) Wilder Flame (Drop: Wilder Fenrir - Horologium)

Dragon Ring	Revives user once per battle

Buy Price : 40000 Macca	
Sell Price : 20000 Macca	

Materials : AC Horolite X x2	
(Forma Search C - Horologium)	
Snake Scales x8	
(Drop: Snake Ananta - Horologium)	
Jaki Chain x6	
(Drop: Jaki Hecatoncheir - Horologium)	

• Reward* - EX Mission "The mecha-dragon's secret"	

God Ring	+103 HP / +102 MP / +10 all stats

Buy Price : 50000 Macca	
Sell Price : 25000 Macca	

Materials : AC Horolite X x3	
(Forma Search C - Horologium)	
Eerie Coronet x2	
(Drop: Fiend Trumpeter - Horologium)	
Kishin Hammer x4	
(Drop: Kishin Thor - Enemy Search C)	

New Game+ only	

Gaia Ring	Rf: Phys, Gun

Buy Price : 50000 Macca	
Sell Price : 25000 Macca	

Materials : AC Horolite X x3	
(Forma Search C - Horologium)	
Reaper Tablet x4	
(Drop: Reaper Mot - Enemy Search C)	
Enigma Tusk x4	
(Drop: Enigma Kangiten - Enemy Search C)	

New Game+ only	

Solomon Ring	Rf: Fire, Ice, Elec, Wind Nu: Expel, Curse

Buy Price : 50000 Macca	
Sell Price : 25000 Macca	

Materials : AC Horolite X x3	
(Forma Search C - Horologium)	
Vile Prehnite x4	
(Drop: Vile Samael - Enemy Search C)	
Vile Bone x4	
(Drop: Vile Seth - Enemy Search C)	

New Game+ only	

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\-----/
Demon Analysis Data [SJ_ANALYSIS]
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This is a listing of the enemy data displayed in the Demon Data -> Demon Analysis menu in the game.

This is NOT a listing of the stats of every demon you can get in the game. Basically, these are the demons as you encounter them in random encounters, and many demons are fusion only or special encounters that don't show up on this list at all.

The stats and skills of these demons differ from when you recruit them. Enemies marked with a "*" next to their personality cannot be negotiated with. They are Enemy Search-only demons.

It's sorted by the default "By Race" sorting the game uses.

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-----
Avian
-----

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-----
Avian  Garuda                               Lv: 71  Alignment: Light-Law
-----

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-----
HP: 520 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 286 | |-----|-----|-----|-----|-----|-----|
ST: 47  | | -   | Wk  | Rf  | Wk  | -   | Nu  | St  | -   |
MA: 46  | |-----|-----|-----|-----|-----|-----|
VI: 43  | |-----|-----|-----|-----|-----|-----|
AG: 55  | | Atk      : single foe/1/Gun/none
LU: 52  | | Personality : Gentleman *
-----

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-----
Skills                                     Items
-----
Garudyne                                  | Avian Wing
Amrita                                   | Dis-Stone
Madness Nails                            | Amrita Soda
-----

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-----
Divine
-----

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```

-----
Divine  Cherub                               Lv: 61  Alignment: Neutral-Law
-----

```

```

-----
HP: 288 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 130 | |-----|-----|-----|-----|-----|-----|
ST: 41  | | -   | -   | -   | -   | Wk  | Rf  | Nu  | -   |
MA: 47  | |-----|-----|-----|-----|-----|-----|
VI: 39  | |-----|-----|-----|-----|-----|-----|
AG: 41  | | Atk      : single foe/1/Physical/none
LU: 40  | | Personality : Knight
-----

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-----
Skills                                     Items
-----
Megidola                                  | Divine Column
Mahamaon                                   | Life Stone
Heaven's Bow                              | Revival Bead
-----

```

Divine	Throne	Lv: 47	Alignment: Neutral-Law
--------	--------	--------	------------------------

HP: 227		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 102									
ST: 29		-	-	Nu	Wk	-	-	Nu	-
MA: 42									
VI: 30									
AG: 32	Atk	: single foe/1/Physical/none							
LU: 33	Personality	: Gentleman							

Skills	Items
Agidyne	Divine Wheel
Mahamaon	Life Stone
Mediarama	Chakra Drop

Divine	Dominion	Lv: 39	Alignment: Neutral-Law
--------	----------	--------	------------------------

HP: 221		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 99									
ST: 31		-	-	-	-	-	Wk	Nu	Wk
MA: 33									
VI: 25									
AG: 23	Atk	: single foe/1/Physical/none							
LU: 27	Personality	: Gentleman							

Skills	Items
Megido	Divine Chain
Mahama	Life Stone
	Revival Bead

Divine	Virtue	Lv: 25	Alignment: Neutral-Law
--------	--------	--------	------------------------

HP: 135		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 61									
ST: 16		-	-	-	-	Wk	St	Nu	Wk
MA: 25									
VI: 18									
AG: 22	Atk	: single foe/1/Physical/none							
LU: 19	Personality	: Gentleman							

Skills	Items
Garula	Divine Heart
Hamaon	Life Stone
	Chakra Drop

Divine	Power	Lv: 19	Alignment: Neutral-Law
--------	-------	--------	------------------------

HP: 136		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 61									
ST: 21		-	-	-	-	-	-	Nu	Wk

```

MA: 14 | | | | | | | |
VI: 16 | -----
AG: 16 | Atk      : single foe/1/Physical/none
LU: 15 | Personality : Gentleman

```

Skills	Items
Mahama	Divine Shield
Hell Thrust	Life Stone
	Bead

Divine Principality Lv: 14 Alignment: Neutral-Law

HP: 81		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 36									
ST: 14		-	Wk	-	-	-	Wk	Nu	Wk
MA: 16									
VI: 14		-----							
AG: 12		Atk : single foe/1/Physical/none							
LU: 11		Personality : Gentleman							

Skills	Items
Zionga	Divine Staff
Hama	Life Stone
	Chakra Drop

Divine Archangel Lv: 8 Alignment: Neutral-Law

HP: 71			Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse
MP: 32																	
ST: 12			-		-		-		-		Wk		-		Nu		Wk
MA: 11																	
VI: 10																	
AG: 8		Atk		:	single foe/1/Physical/none												
LU: 8		Personality	:	Gentleman													

Skills	Items
Hama	Divine Wings
Crescent Slice	Life Stone
	Bead

Divine Angel Lv: 4 Alignment: Neutral-Law

HP: 50			Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse
MP: 23																	
ST: 6			-		Wk		-		-		-		-		Nu		Wk
MA: 10																	
VI: 8		-----															
AG: 7		Atk : single foe/1/Physical/none															
LU: 6		Personality : Lady															

Skills	Items
1. Identify the problem	1. Identify the problem
2. Define the problem	2. Define the problem
3. Generate hypotheses	3. Generate hypotheses
4. Test hypotheses	4. Test hypotheses
5. Evaluate results	5. Evaluate results
6. Communicate findings	6. Communicate findings
7. Reflect on the process	7. Reflect on the process
8. Apply knowledge to new situations	8. Apply knowledge to new situations
9. Collaborate with others	9. Collaborate with others
10. Use technology effectively	10. Use technology effectively

Hama	Divine Wings
Dia	Life Stone
	Revival Bead

Flight

[illegible]

HP: 266		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse
MP: 120																
ST: 37		-		Wk		-		-		-		Nu		-		-
MA: 34																
VI: 29																
AG: 42		Atk : single foe/1/Physical/none														
LU: 33		Personality : Old Man														

Skills	Items
Magarudyne	Flight Scale Life Stone Revival Bead

Flight Rukh Lv: 42 Alignment: Neutral-Law

HP: 230		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 104									
ST: 27		-	St	Wk	-	-	-	-	-
MA: 27									
VI: 32									
AG: 37		Atk							
LU: 28		Personality							

Skills	Items
Mabufula	Flight Tail
Petradi	Life Stone
Nihil Claw	Revival Bead

Flight Toufei Lv: 31 Alignment: Neutral-Law

HP: 167		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 75		-----	-----	-----	-----	-----	-----	-----	-----
ST: 21		-	Wk	Wk	St	-	St	-	-
MA: 21		-----	-----	-----	-----	-----	-----	-----	-----
VI: 23		-----							
AG: 30		Atk : single foe/1/Gun/none							
LU: 23		Personality : Old Woman							

Skills	Items
Wind Breath	Flight Talon
Sukunda	Life Stone
	Revival Bead

Flight Caladrius Lv: 22 Alignment: Neutral-Law

HP: 140 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 63 | | | | | | | | | |
ST: 15 | | - | Wk | - | - | - | - | - | - |
MA: 20 | | | | | | | | | |
VI: 16 | | | | | | | | | |
AG: 22 | Atk : single foe/1/Gun/none
LU: 18 | Personality : Beast

Skills	Items
Me Patra	Flight Feather
Petradi	Life Stone
Makarakarn	Revival Bead

Flight Gu Huo Niao Lv 15 Alignment: Neutral-Law

HP: 81 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 36 | | | | | | | | | |
ST: 13 | | - | - | Wk | - | - | Wk | - | - |
MA: 12 | | | | | | | | | |
VI: 12 | | | | | | | | | |
AG: 19 | Atk : single foe/1/Physical/none
LU: 14 | Personality : Girly

Skills	Items
Mana Drain	Flight Band
Rakunda	Life Stone
	Chakra Drop

Flight Harpy Lv: 9 Alignment: Neutral-Law

HP: 77 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 35 | | | | | | | | | |
ST: 9 | | - | Wk | - | - | Wk | - | - | - |
MA: 9 | | | | | | | | | |
VI: 9 | | | | | | | | | |
AG: 15 | Atk : single foe/1/Gun/charm
LU: 10 | Personality : Lady

Skills	Items
Magaru	Flight Leg
Charmdi	Life Stone
Sukukaja	Revival Bead

Flight Tangata Manu Lv: 2 Alignment: Neutral-Law

HP: 36 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |

AG: 33 | Atk : single foe/1/Physical/none
LU: 29 | Personality : Lady

Skills	Items
Tetrakarn	Yoma Bridle
Mortal Jihad	Life Stone
	Revival Bead

Yoma Shiwanna Lv: 37 Alignment: Neutral-Law

HP: 167 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 75 | | | | | | | | |
ST: 22 | St | St | - | Wk | - | - | - | - |
MA: 33 | | | | | | | | |
VI: 28 | | | | | | | | |
AG: 26 | Atk : single foe/1/Physical/none
LU: 27 | Personality : Data

Skills	Items
Maragi	Yoma Cloud
Me Patra	Life Stone
Dekunda	Chakra Drop

Yoma Dis Lv: 27 Alignment: Neutral-Law

HP: 135 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 61 | | | | | | | | |
ST: 19 | - | Wk | - | - | St | St | - | - |
MA: 26 | | | | | | | | |
VI: 19 | | | | | | | | |
AG: 21 | Atk : single foe/1/Physical/none
LU: 21 | Personality : Lady

Skills	Items
Magarula	Yoma Cloak
Makajama	Life Stone
	Chakra Drop

Yoma Karasu Tengu Lv: 18 Alignment: Neutral-Law

HP: 113 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 51 | | | | | | | | |
ST: 13 | - | - | Rf | Wk | Wk | St | Nu | - |
MA: 15 | | | | | | | | |
VI: 16 | | | | | | | | |
AG: 19 | Atk : single foe/1/Physical/none
LU: 16 | Personality : Punk

Skills	Items
Wind Breath	Yoma Hood
Hama	Life Stone

Revival Bead

Yoma Vodyanik Lv: 13 Alignment: Neutral-Law

HP: 73		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 33									
ST: 12		-	-	-	St	St	Wk	-	-
MA: 16									
VI: 13									
AG: 12		Atk	: single foe/1/Physical/none						
LU: 11		Personality	: Little Kid						

Skills

Mazio
Needle Rush

Items

Yoma Webbing
Life Stone
Chakra Drop

Yoma Koppa Tengu Lv: 5 Alignment: Neutral-Law

HP: 45		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 20									
ST: 6		-	Wk	-	-	-	-	-	-
MA: 9									
VI: 8									
AG: 10		Atk	: single foe/1/Physical/none						
LU: 7		Personality	: Punk						

Skills

Garu
Tarukaja

Items

Yoma Leaf
Life Stone
Revival Bead

Nymph

Nymph Peri Lv: 59 Alignment: Neutral-Law

HP: 272		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 122									
ST: 38		-	-	Dr	Wk	-	-	Nu	-
MA: 47									
VI: 37									
AG: 37		Atk	: single foe/1/Physical/none						
LU: 43		Personality	: Young Girl						

Skills

Diarahan
Paraladi

Items

Nymph Robe
Life Stone
Chakra Drop

Nymph	Sarasvati	Lv: 48	Alignment: Neutral-Law
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HP: 235		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 106									
ST: 32		-	-	Wk	Nu	-	-	Nu	St
MA: 38									
VI: 31									
AG: 29		Atk							: single foe/1/Physical/none
LU: 39		Personality							: Lady

Skills	Items
Mabufudyne	Nymph Robe
Mediarama	Life Stone
	Chakra Drop

Nymph	Senri	Lv: 36	Alignment: Neutral-Law
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HP: 187		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 84									
ST: 21		-	-	-	-	Wk	-	Nu	-
MA: 29									
VI: 25									
AG: 28		Atk							: single foe/1/Physical/none
LU: 30		Personality							: Old Woman

Skills	Items
Magarula	Nymph Hat
Mediarama	Life Stone
Charm Strike	Chakra Drop

Nymph	Ame no Uzume	Lv: 24	Alignment: Neutral-Law
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HP: 135		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 61									
ST: 16		-	-	-	-	-	-	Nu	-
MA: 19									
VI: 18									
AG: 19		Atk							: single foe/1/Physical/none
LU: 25		Personality							: Girly

Skills	Items
Silent Prayer	Nymph Fan
Ally Call	Life Stone
	Chakra Drop

Nymph	Apsaras	Lv: 10	Alignment: Neutral-Law
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HP: 81		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 36									
ST: 8		-	-	Wk	-	-	-	-	-

MA: 13									
VI: 9	-----								
AG: 10	Atk : single foe/1/Physical/none								
LU: 15	Personality : Lady								

Skills	Items
Bufu	Nymph Swimsuit
Lullaby	Life Stone
Dia	Chakra Drop

Vile

Vile	Seth	Lv: 85	Alignment: Dark-Law
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HP: 999		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 450	-----								
ST: 62	-	-	-	Wk	Nu	Nu	-	Nu	
MA: 58	-----								
VI: 57	-----								
AG: 56	Atk : single foe/1/Physical/stone								
LU: 52	Personality : Punk *								

Skills	Items
Stone Breath	Vile Bone
War Cry	Chakra Pot
Madness Nails	Dekunda Stone

Vile	Samael	Lv: 75	Alignment: Dark-Law
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HP: 999		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 450	-----								
ST: 56	-	-	-	-	-	-	-	Wk	Nu
MA: 51	-----								
VI: 50	-----								
AG: 47	Atk : single foe/1/Physical/none								
LU: 49	Personality : Knight *								

Skills	Items
Megidola	Vile Prehnite
Shuffler	Magic Mirror
Diarahan	Dekaja Stone

Vile	Pales	Lv: 68	Alignment: Dark-Law
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HP: 300		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 135	-----								
ST: 42	-	-	Wk	St	-	-	-	Nu	Nu
MA: 51	-----								
VI: 45	-----								
AG: 44	Atk : single foe/1/Physical/none								
LU: 47	Personality : Lady								

Skills	Items
Mabufudyne Dry Sea Dekaja	Vile Skeleton Life Stone Chakra Drop

Vile Taotie	Lv: 53	Alignment: Dark-Law
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HP: 284		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 128									
ST: 42		Nu	Nu	Wk	Wk	Wk	Wk	-	Nu
MA: 36									
VI: 33									
AG: 38	Atk	: single foe/1/Physical/none							
LU: 35	Personality	: Little Kid							

Skills	Items
Tyranny Bomb Knuckle Void Nerve	Vile Wool Life Stone Revival Bead

Vile Pachacamac	Lv: 48	Alignment: Dark-Law
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HP: 248		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 112									
ST: 33		-	-	-	-	Wk	-	Nu	Nu
MA: 33									
VI: 31									
AG: 33	Atk	: single foe/1/Physical/none							
LU: 39	Personality	: Knight							

Skills	Items
Magarula Strainoma Strandi	Concentrate Vile Goggles Life Stone Revival Bead

Vile Mishaguji	Lv: 39	Alignment: Dark-Law
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HP: 183		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 82									
ST: 28		-	-	-	Wk	St	St	Nu	Nu
MA: 31									
VI: 22									
AG: 33	Atk	: single foe/1/Physical/none							
LU: 28	Personality	: Old Man							

Skills	Items
Mazionga Acid Breath	Vile Veins Life Stone Chakra Drop

Vile Baphomet Lv: 26 Alignment: Dark-Law

HP: 135		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 61									
ST: 17		-	-	-	-	-	-	Wk	Nu
MA: 26									
VI: 18									
AG: 22		Atk	: single foe/1/Physical/none						
LU: 20		Personality	: Punk						

Skills

Mamudo
Fog Breath

Items

Vile Long Horn
Life Stone
Chakra Drop

Raptor

Raptor Hresvelgr Lv: 70 Alignment: Dark-Law

HP: 411		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 185									
ST: 41		-	Wk	Wk	Rf	-	Rf	-	-
MA: 49									
VI: 46									
AG: 54		Atk	: single foe/1/Gun/none						
LU: 45		Personality	: Beast						

Skills

Ice Breath
Garudyne
Nihil Claw

Items

Raptor Molt
Life Stone
Bead

Raptor Huoniao Lv: 64 Alignment: Dark-Law

HP: 272		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 122									
ST: 40		-	Wk	Dr	Wk	-	-	-	-
MA: 48									
VI: 41									
AG: 47		Atk	: single foe/1/Physical/none						
LU: 47		Personality	: Little Kid						

Skills

Fire Breath
Kamikaze
Mutudi

Items

Raptor Sun
Life Stone
Chakra Drop

Raptor Anzu Lv: 49 Alignment: Dark-Law

AG: 26 | Atk : single foe/1/Gun/none
LU: 20 | Personality : Little Kid

Skills					Items				
Toxic Cloud					Raptor Talon				
Poison Claw					Life Stone				
					Chakra Drop				

Raptor Moh Shuvuu Lv: 17 Alignment: Dark-Law

HP: 113 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 51 | | | | | | | | | |
ST: 14 | | - | Wk | - | - | Wk | St | - | - |
MA: 16 | | | | | | | | | |
VI: 13 | | | | | | | | | |
AG: 19 | Atk : single foe/1/Gun/none
LU: 14 | Personality : Young Girl

Skills					Items				
Garula					Raptor Dress				
Dia					Life Stone				
					Revival Bead				

Raptor Itsumade Lv: 7 Alignment: Dark-Law

HP: 49 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 22 | | | | | | | | | |
ST: 9 | | - | Wk | - | Wk | - | - | - | - |
MA: 7 | | | | | | | | | |
VI: 10 | | | | | | | | | |
AG: 12 | Atk : single foe/1/Gun/none
LU: 8 | Personality : Old Woman

Skills					Items				
Agi					Raptor Tissue				
Sukunda					Life Stone				
Feral Claw					Chakra Drop				

Raptor Onmoraki Lv: 3 Alignment: Dark-Law

HP: 36 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 16 | | | | | | | | | |
ST: 6 | | - | Wk | - | Wk | - | - | - | - |
MA: 6 | | | | | | | | | |
VI: 5 | | | | | | | | | |
AG: 9 | Atk : single foe/1/Gun/none
LU: 8 | Personality : Little Kid

Skills					Items				
Agi					Raptor Tissue				
					Life Stone				

Revival Bead

Wood

Wood Erlkonig Lv: 61 Alignment: Dark-Law

HP: 374		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 168									
ST: 40		-	Rf	Wk	-	-	-	St	Nu
MA: 41									
VI: 45									
AG: 39		Atk	: single foe/1/Physical/none						
LU: 43		Personality	: Old Man						

Skills

Items

Maziodyne	Wood Sceptre
Fleeting Rain	Life Stone
	Bead

Wood Alraune Lv: 51 Alignment: Dark-Law

HP: 243		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 109									
ST: 36		-	-	Wk	-	-	-	-	-
MA: 35									
VI: 38									
AG: 33		Atk	: single foe/1/Physical/none						
LU: 36		Personality	: Girly						

Skills

Items

Frolic	Wood Thorn
Charmdi	Life Stone
	Chakra Drop

Wood Zaccoum Lv: 42 Alignment: Dark-Law

HP: 281		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 126									
ST: 29		-	-	Wk	Wk	-	-	-	St
MA: 27									
VI: 36									
AG: 28		Atk	: single foe/1/Physical/none						
LU: 31		Personality	: Old Woman						

Skills

Items

Fire Breath	Wood Face
Binding Cry	Life Stone
Acid Breath	Bead

Wood	Skogsra	Lv: 29	Alignment: Dark-Law
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HP: 144		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 66									
ST: 25		-	-	Wk	-	-	St	St	St
MA: 25									
VI: 19									
AG: 24		Atk							: single foe/1/Physical/none
LU: 19		Personality							: Girly

Skills	Items
Tarukaja	Wood Bark
Needle Assault	Life Stone
Resist Wind	Chakra Drop

Wood	Mandrake	Lv: 22	Alignment: Dark-Law
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HP: 140		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 63									
ST: 16		-	-	Wk	-	-	-	-	Nu
MA: 20									
VI: 20									
AG: 14		Atk							: single foe/1/Physical/none
LU: 21		Personality							: Young Girl

Skills	Items
Binding Cry	Wood Roots
Diarama	Life Stone
Paraladi	Revival Bead

Wood	Shan Xiao	Lv: 14	Alignment: Dark-Law
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HP: 104		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 47									
ST: 12		-	-	Wk	-	-	-	-	-
MA: 12									
VI: 17									
AG: 11		Atk							: single foe/1/Physical/none
LU: 15		Personality							: Punk

Skills	Items
Ice Breath	Wood Gourd
	Life Stone
	Revival Bead

Genma

Genma	Heimdall	Lv: 72	Alignment: Light-Neutral
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HP: 438		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
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MP: 197									
ST: 44	-	-	Wk	St	-	-	Nu	St	
MA: 54									
VI: 46									
AG: 54	Atk : single foe/1/Physical/none								
LU: 48	Personality : Gentleman *								

Skills					Items				
Horn of Fate					Genma Bugle				
Charge					Chakra Drop				
					Chakra Pot				

Genma	Hanuman	Lv: 62	Alignment: Light-Neutral
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HP: 511		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 230									
ST: 48	St	-	-	-	-	Wk	Nu	St	
MA: 36									
VI: 40									
AG: 47	Atk : single foe/1/Physical/none								
LU: 45	Personality : Knight *								

Skills					Items				
Berserker God					Genma Helmet				
Retaliate					Me Patra Stone				
					Amrita Soda				

Genma	Tlaloc	Lv: 40	Alignment: Light-Neutral
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HP: 280		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 126									
ST: 28	-	-	St	Wk	St	-	-	St	
MA: 35									
VI: 26									
AG: 31	Atk : single foe/1/Physical/none								
LU: 30	Personality : Data *								

Skills					Items				
Maragion					Genma Jar				
Zionga					Dis-Para				
					Maragi Stone				

Genma	Kurama Tengu	Lv: 38	Alignment: Light-Neutral
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HP: 297		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 134									
ST: 28	-	Nu	-	-	-	Rf	Nu	-	
MA: 29									
VI: 30									
AG: 34	Atk : single foe/1/Physical/none								
LU: 28	Personality : Knight *								

Skills	Items
Magarula Mahama Wind Boost	Genma Conch Tetraja Stone Magaru Stone

Genma Tam Lin Lv: 29 Alignment: Light-Neutral

HP: 301		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 135									
ST: 25		St	St	-	-	-	-	-	Wk
MA: 20									
VI: 23									
AG: 27	Atk	: single foe/1/Physical/none							
LU: 22	Personality	: Gentleman *							

Skills	Items
Heat Wave Charm Strike	Genma Spear Bead Dis-Charm

Fairy

Fairy Titania Lv: 60 Alignment: Neutral-Neutral

HP: 268		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 121									
ST: 35		-	Wk	St	St	St	St	-	-
MA: 50									
VI: 33									
AG: 43	Atk	: single foe/1/Physical/charm							
LU: 44	Personality	: Lady							

Skills	Items
Maziodyne Mediarahan	Fairy Dust Life Stone Chakra Drop

Fairy Oberon Lv: 50 Alignment: Neutral-Neutral

HP: 235		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 106									
ST: 31		-	-	-	-	Wk	St	St	St
MA: 39									
VI: 32									
AG: 37	Atk	: single foe/1/Physical/none							
LU: 36	Personality	: Old Man							

Skills	Items
Garudyne Diarahan	Fairy Helmet Life Stone

Ally Call | Chakra Drop

Fairy Vivian Lv: 40 Alignment: Neutral-Neutral

HP: 194		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 87									
ST: 29		-	-	-	St	-	-	St	St
MA: 30									
VI: 28									
AG: 26		Atk							: single foe/1/Physical/none
LU: 32		Personality							: Girly

Skills

Mabufula
Frolic

Items

Fairy Water
Life Stone
Revival Bead

Fairy Spriggan Lv: 34 Alignment: Neutral-Neutral

HP: 222		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 100									
ST: 28		St	-	-	-	St	-	Wk	Wk
MA: 21									
VI: 29									
AG: 23		Atk							: single foe/1/Physical/none
LU: 26		Personality							: Little Kid

Skills

Shock
Dekaja
Explosive Fist

Items

Fairy Shroud
Life Stone
Bead

Fairy Silky Lv: 23 Alignment: Neutral-Neutral

HP: 118		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 53									
ST: 17		-	-	Wk	St	-	-	-	-
MA: 23									
VI: 16									
AG: 18		Atk							: single foe/1/Physical/none
LU: 20		Personality							: Lady

Skills

Bufula
Diarama
Mutudi

Items

Fairy Kerchief
Life Stone
Chakra Drop

Fairy Pyro Jack Lv: 16 Alignment: Neutral-Neutral

LU: 8 | Personality : Young Girl

Skills	Items
Agi	Fairy Wings Life Stone Revival Bead

Beast

Beast Cerberus Lv: 66 Alignment: Neutral-Neutral

HP: 384		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 173									
ST: 48		-	-	Rf	Wk	-	-	-	Nu
MA: 40									
VI: 43									
AG: 47	Atk	: single foe/1/Physical/poison							
LU: 45	Personality	: Beast							

Skills	Items
Agidyne Nihil Claw Retaliate	Beast Flame Life Stone Bead

Beast Ammut Lv: 56 Alignment: Neutral-Neutral

HP: 346		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 156									
ST: 43		-	-	-	Wk	-	-	Nu	Nu
MA: 41									
VI: 40									
AG: 34	Atk	: single foe/1/Physical/none							
LU: 35	Personality	: Punk							

Skills	Items
War Cry Mortal Jihad	Beast Scales Life Stone Bead

Beast Gryphon Lv: 46 Alignment: Neutral-Neutral

HP: 257		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 116									
ST: 32		-	Wk	St	St	St	St	-	-
MA: 29									
VI: 34									
AG: 39	Atk	: single foe/1/Physical/none							
LU: 29	Personality	: Gentleman							

Skills	Items

Patra		Beast Talons
Mega Claw		Life Stone
Axel Claw		Revival Bead

Beast	Orthrus	Lv: 36	Alignment: Neutral-Neutral
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HP: 227		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 102																	
ST: 30		-		-		Dr		Wk		-		-		-		-	
MA: 25																	
VI: 24																	
AG: 28		Atk															
LU: 26		Personality															

Skills

Fire Breath
Mega Claw
Fire Boost

Items

Beast Mane
Life Stone
Bead

Beast	Hsing-Hsing	Lv: 30	Alignment: Neutral-Neutral
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HP: 167		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 75																	
ST: 26		-		-		Wk		-		-		-		-		-	
MA: 20																	
VI: 21																	
AG: 25		Atk															
LU: 23		Personality															

Skills

Getsu-ei
Stun Claw

Items

Beast Flask
Life Stone
Revival Bead

Beast	Nekomata	Lv: 22	Alignment: Neutral-Neutral
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HP: 117		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 53																	
ST: 20		-		-		St		Wk		St		-		-		St	
MA: 13																	
VI: 19																	
AG: 22		Atk															
LU: 17		Personality															

Skills

Agilao
Mega Claw
Retaliate

Items

Beast Inugami Lv: 17 Alignment: Neutral-Neutral

HP: 104		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 47									
ST: 13		-	-	-	-	-	Wk	-	Nu
MA: 14									
VI: 15									
AG: 18		Atk : single foe/1/Physical/none							
LU: 16		Personality : Beast							

Skills

Rakunda
Lunge

Items

Beast Seal
Life Stone
Revival Bead

Beast Katakirauwa Lv: 9 Alignment: Neutral-Neutral

HP: 63		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 28									
ST: 9		-	-	-	-	-	-	Wk	Nu
MA: 13									
VI: 13									
AG: 7		Atk : single foe/1/Physical/none							
LU: 10		Personality : Old Woman							

Skills

Mudo
Dia

Items

Beast Hoof
Life Stone
Revival Bead

Beast Kaso Lv: 4 Alignment: Neutral-Neutral

HP: 45		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 20									
ST: 9		-	-	St	Wk	-	-	-	-
MA: 6									
VI: 7									
AG: 6		Atk : single foe/1/Physical/none							
LU: 9		Personality : Little Kid							

Skills

Agi

Items

Beast Fire Fur
Life Stone
Revival Bead

Jirae

Jirae Gogmagog Lv: 55 Alignment: Neutral-Neutral

HP: 330		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
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MP: 149										
ST: 42		St	-	Wk	Rf	Dr	Wk	-	Wk	
MA: 34										
VI: 38										
AG: 35		Atk : single foe/1/Physical/none								
LU: 41		Personality : Data								

Skills	Items
Shock	Jirae Mud
Rakunda	Life Stone
Counter	Bead

Jirae	Tlaltecuhтли	Lv: 45	Alignment: Neutral-Neutral
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HP: 292		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse	
MP: 131										
ST: 35		St	-	St	Wk	-	-	-	-	
MA: 26										
VI: 35										
AG: 27		Atk : single foe/1/Physical/none								
LU: 37		Personality : Old Woman								

Skills	Items
Paraladi	Jirae Magma
Deathbound	Life Stone
Dream Fist	Bead

Jirae	Titan	Lv: 35	Alignment: Neutral-Neutral
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HP: 238		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse	
MP: 107										
ST: 27		St	St	-	-	-	-	-	-	
MA: 22										
VI: 33										
AG: 22		Atk : single foe/1/Physical/none								
LU: 26		Personality : Knight								

Skills	Items
Rakukaja	Jirae Plate
Charge	Life Stone
Megaton Press	Bead

Jirae	Kwancha	Lv: 25	Alignment: Neutral-Neutral
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HP: 126		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse	
MP: 57										
ST: 20		-	-	-	-	Wk	Wk	St	Nu	
MA: 20										
VI: 20										
AG: 20		Atk : single foe/1/Physical/none								
LU: 20		Personality : Knight								

Skills					Items				
Toxic Cloud					Jirae Bones				
Posumudi					Life Stone				
Paraladi					Chakra Drop				

Jirae Dwarf Lv: 20 Alignment: Neutral-Neutral

HP: 147		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 66									
ST: 20		St	St	-	-	-	-	Wk	-
MA: 14									
VI: 18									
AG: 13	Atk : single foe/1/Physical/none								
LU: 20	Personality : Old Man								

Skills					Items				
Rakukaja					Jirae Tools				
Taunt					Life Stone				
Lunge					Bead				

Jirae Sudama Lv: 15 Alignment: Neutral-Neutral

HP: 117		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 53									
ST: 11		-	-	Wk	-	-	-	-	-
MA: 11									
VI: 12									
AG: 18	Atk : single foe/1/Physical/none								
LU: 18	Personality : Data								

Skills					Items				
Mabufu					Jirae Seal				
Makajama					Life Stone				
					Revival Bead				

Jirae Hua Po Lv: 6 Alignment: Neutral-Neutral

HP: 41		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 18									
ST: 6		-	-	St	Wk	-	Wk	-	-
MA: 11									
VI: 5									
AG: 10	Atk : single foe/1/Physical/none								
LU: 11	Personality : Young Girl								

Skills					Items				
Agi					Jirae Dress				
Maragi					Life Stone				
					Revival Bead				

Jirae	Knocker	Lv: 1	Alignment: Neutral-Neutral
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HP: 29		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 13									
ST: 5		-	-	Wk	St	-	-	-	-
MA: 6									
VI: 6									
AG: 4		Atk							: single foe/1/Physical/none
LU: 7		Personality							: Little Kid

Skills	Items
Bufu	Jirae Rags Life Stone Chakra Drop

Snake

Snake	Ananta	Lv: 65	Alignment: Neutral-Neutral
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HP: 329		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 148									
ST: 48		-	-	-	Nu	Nu	Wk	Nu	-
MA: 43									
VI: 42									
AG: 44		Atk							: single foe/1-3/Physical/none
LU: 43		Personality							: Old Man

Skills	Items
Dormina Amrita	Snake Hoods Life Stone Revival Bead

Snake	Orochi	Lv: 60	Alignment: Neutral-Neutral
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HP: 341		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 153									
ST: 45		-	-	St	Nu	Wk	-	-	-
MA: 42									
VI: 39									
AG: 40		Atk							: all foes/1/Physical/none
LU: 39		Personality							: Beast

Skills	Items
Bufudyne Poisma War Cry	Snake Scaes Life Stone Bead

Snake	Gui Xian	Lv: 42	Alignment: Neutral-Neutral
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LU: 17 | Personality : Beast

Skills					Items				
Rakukaja					Snake Snout				
Megaton Press					Life Stone				
					Bead				

Snake Naga Lv: 11 Alignment: Neutral-Neutral

HP: 86			Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 39																		
ST: 14			-		-		-		-		St		Wk		-		-	
MA: 11																		
VI: 13																		
AG: 10		Atk : single foe/1/Physical/none																
LU: 10		Personality : Punk																

Skills					Items				
Zio					Snake Spear				
Lunge					Life Stone				
Resist Elec					Revival Bead				

Reaper

Reaper Mot Lv: 87 Alignment: Dark-Neutral

HP: 945			Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 425																		
ST: 51			-		-		St		-		Wk		Dr		-		Nu	
MA: 65																		
VI: 53																		
AG: 58		Atk : single foe/1/Physical/none																
LU: 59		Personality : Gentleman *																

Skills					Items				
Magarudyne					Reaper Tablet				
Megidolaon					Megidola Stone				
Drain Wind					Garula Stone				

Reaper Nergal Lv: 76 Alignment: Dark-Neutral

HP: 561			Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 252																		
ST: 53			-		-		St		Wk		-		-		Nu		Nu	
MA: 50																		
VI: 46																		
AG: 53		Atk : single foe/1/Physical/none																
LU: 51		Personality : Knight *																

Skills					Items				

Mudoon	Reaper Knife
Hamaon	Bead
Heaven's Bow	Bead Chain

Reaper	Guedhe	Lv: 62	Alignment: Dark-Neutral
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HP: 292	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 131								
ST: 40	-	-	-	-	-	-	St	Nu
MA: 40								
VI: 41								
AG: 48	Atk	: single foe/1/Physical/sleep						
LU: 42	Personality	: Gentleman						

Skills

Megido
Mudoon

Items

Reaper Tux
Life Stone
Chakra Drop

Reaper	Persephone	Lv: 58	Alignment: Dark-Neutral
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HP: 284	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 128								
ST: 38	-	-	-	-	Wk	Nu	Nu	Nu
MA: 42								
VI: 40								
AG: 43	Atk	: single foe/1/Physical/none						
LU: 36	Personality	: Girly						

Skills

Magarudyne
Binding Cry
Charmdi

Items

Reaper Fruit
Life Stone
Revival Bead

Reaper	Hel	Lv: 47	Alignment: Dark-Neutral
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HP: 216	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 97								
ST: 29	-	-	Wk	Nu	Wk	-	St	Nu
MA: 38								
VI: 30								
AG: 36	Atk	: single foe/1/Physical/none						
LU: 33	Personality	: Old Woman						

Skills

Bufudyne
Mamudoon

Items

Reaper Rime
Life Stone
Chakra Drop

Wilder

Wilder Fenrir
Lv: 71
Alignment: Dark-Neutral

HP: 400		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 180									
ST: 54		-	-	St	St	Dr	Wk	-	Nu
MA: 40									
VI: 46									
AG: 52	Atk	: single foe/1/Physical/none							
LU: 46	Personality	: Wild							

Skills

Charge
Madness Crush

Items

Wilder Flame
Life Stone
Bead

Wilder Cabracan
Lv: 64
Alignment: Dark-Neutral

HP: 363		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 163									
ST: 49		-	-	St	-	-	Wk	-	-
MA: 40									
VI: 45									
AG: 41	Atk	: single foe/1/Physical/none							
LU: 42	Personality	: Wild							

Skills

Fog Breath
Megaton Press

Items

Wilder Earth
Life Stone
Bead

Wilder Catoblepas
Lv: 52
Alignment: Dark-Neutral

HP: 261		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 117									
ST: 38		St	-	-	-	-	-	Wk	-
MA: 41									
VI: 36									
AG: 30	Atk	: single foe/1/Physical/none							
LU: 36	Personality	: Wild							

Skills

Stone Breath
Staredown

Items

Wilder Eye
Life Stone
Revival Bead

Wilder Manticore
Lv: 45
Alignment: Dark-Neutral

HP: 230		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
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MP: 104									
ST: 34	-	-	-	-	St	Wk	-	St	
MA: 32									
VI: 33									

AG: 28 | Atk : single foe/1/Physical/none
 LU: 33 | Personality : Wild

Skills	Items
Ziodyne	Wilder Eye
Posumudi	Life Stone
Toxic Sting	Revival Bead

Wilder Pellaidh Lv: 40 Alignment: Dark-Neutral

HP: 207	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 93								
ST: 27	-	-	Wk	St	Wk	-	-	-
MA: 30								

VI: 32 |
 AG: 26 | Atk : single foe/1/Physical/none
 LU: 30 | Personality : Wild

Skills	Items
Diarama	Wilder Mask
Axel Claw	Life Stone
	Revival Bead

Wilder Nue Lv: 27 Alignment: Dark-Neutral

HP: 190	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 86								
ST: 24	-	Wk	-	-	St	Wk	-	-
MA: 21								

VI: 21 |
 AG: 21 | Atk : single foe/1/Gun/fear
 LU: 19 | Personality : Wild

Skills	Items
Shock	Wilder Stripes
Acid Breath	Life Stone
	Bead

Wilder Raiju Lv: 17 Alignment: Dark-Neutral

HP: 99	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 45								
ST: 14	-	-	-	-	Dr	Wk	-	Nu
MA: 16								

VI: 16 |
 AG: 17 | Atk : single foe/1/Physical/none
 LU: 13 | Personality : Wild

Skills	Items
Zionga	Wilder Volt
Mazio	Life Stone
Elec Boost	Revival Bead

Wilder	Jueyuan	Lv: 10	Alignment: Dark-Neutral
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HP: 72		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 32									
ST: 10		St	St	-	-	Wk	Wk	-	-
MA: 10									
VI: 14									
AG: 10	Atk	: single foe/1/Physical/none							
LU: 11	Personality	: Wild							

Skills	Items
Giant Slice	Wilder Fur
Zan-Ei	Life Stone
	Revival Bead

Jaki

Jaki	Hecantoncheir	Lv: 70	Alignment: Dark-Neutral
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HP: 411		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 185									
ST: 55		St	-	-	Wk	-	-	-	-
MA: 40									
VI: 53									
AG: 40	Atk	: single foe/1-3/Physical/none							
LU: 47	Personality	: Little Kid							

Skills	Items
Rakukaja	Jaki Chain
Hades Blast	Life Stone
Zan-Ei	Bead

Jaki	Girimehkala	Lv: 57	Alignment: Dark-Neutral
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HP: 352		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 158									
ST: 43		Rf	Dr	Wk	Wk	Wk	Wk	Wk	Nu
MA: 42									
VI: 34									
AG: 37	Atk	: single foe/1/Physical/none							
LU: 40	Personality	: Data							

Skills	Items
Toxic Cloud	Jaki Tusk
Madness Crush	Life Stone

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HP: 81		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 36									
ST: 14		-	-	-	St	St	Wk	Wk	-
MA: 10									
VI: 12									
AG: 9		Atk : single foe/1/Physical/mute							
LU: 10		Personality : Data							

Skills					Items				
Charge					Jaki Hammer				
Explosive Fist					Life Stone				
					Revival Bead				

Jaki Gremlin Lv: 5 Alignment: Dark-Neutral

HP: 54		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 24									
ST: 9		-	-	Wk	-	St	Wk	-	-
MA: 7									
VI: 6									
AG: 11		Atk : single foe/1/Physical/none							
LU: 7		Personality : Little Kid							

Skills					Items				
Mabufu					Jaki Bolt				
Sukukaja					Life Stone				
					Revival Bead				

Vermin

Vermin Arachne Lv: 39 Alignment: Dark-Neutral

HP: 194		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 87									
ST: 32		-	Nu	Wk	-	-	-	-	-
MA: 24									
VI: 28									
AG: 33		Atk : single foe/1/Physical/charm							
LU: 25		Personality : Girly							

Skills					Items				
Binding Cry					Vermin Thread				
Arrow Rain					Life Stone				
					Revival Bead				

Vermin Mothman Lv: 29 Alignment: Dark-Neutral

HP: 162		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 73									
ST: 22		-	Wk	-	-	St	Wk	-	Nu

MA: 25 | | | | | | | | | |
 VI: 19 | |-----|
 AG: 26 | Atk : single foe/1/Physical/none
 LU: 20 | Personality : Data

Skills	Items
Mudoon	Vermin Antenna
Stone Curse	Life Stone
Sukukaja	Revival Bead

Vermin Myrmecolion Lv: 22 Alignment: Dark-Neutral

HP: 152 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
 MP: 68 | |-----|
 ST: 22 | | - | - | - | Wk | - | - | - | - |
 MA: 15 | | | | | | | | | |
 VI: 18 | |-----|
 AG: 17 | Atk : single foe/1/Physical/none
 LU: 19 | Personality : Beast

Skills	Items
Strandi	Vermin Abdomen
Shooting Spree	Life Stone
	Bead

Vermin Ubu Lv: 11 Alignment: Dark-Neutral

HP: 73 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
 MP: 33 | |-----|
 ST: 9 | | - | - | - | - | Wk | - | Wk | - |
 MA: 14 | | | | | | | | | |
 VI: 13 | |-----|
 AG: 12 | Atk : single foe/1/Physical/none
 LU: 10 | Personality : Young Girl

Skills	Items
Mudo	Vermin Legs
Needle Rush	Life Stone
	Revival Bead

Vermin Okiku-Mushi Lv: 3 Alignment: Dark-Neutral

HP: 41 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
 MP: 18 | |-----|
 ST: 7 | | - | - | - | - | Wk | - | - | - |
 MA: 9 | | | | | | | | | |
 VI: 5 | |-----|
 AG: 6 | Atk : single foe/1/Physical/none
 LU: 7 | Personality : Girly

Skills	Items

Mudo	Vermin Rope
Needle Rush	Life Stone
	Chakra Drop

Kishin

Kishin Thor Lv: 76 Alignment: Light-Chaos

HP: 999	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 450								
ST: 58	St	-	Dr	-	Dr	-	St	St
MA: 48								
VI: 56								
AG: 44	Atk	: single foe/1-2/Physical/none						
LU: 52	Personality	: Knight *						

Skills

Items

Ziodyne	Kishin Hammer
Mortal Jihad	Attack Mirror
Elec Amp	Zionga Stone

Kishin Takeminakata Lv: 27 Alignment: Light-Chaos

HP: 223	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 100								
ST: 26	St	-	-	St	Wk	St	St	St
MA: 23								
VI: 23								
AG: 18	Atk	: single foe/1/Physical/none						
LU: 21	Personality	: Punk *						

Skills

Items

Garula	Kishin Horns
Zan-Ei	Dis-Charm
Preparedness	Revival Bead

Fallen

Fallen Gemori Lv: 60 Alignment: Neutral-Chaos

HP: 280	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 126								
ST: 39	-	-	-	-	-	-	St	Nu
MA: 44								
VI: 37								
AG: 42	Atk	: single foe/1/Physical/none						
LU: 43	Personality	: Lady						

Skills

Items

Lullaby	Fallen Crown
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Bites the Dust	Life Stone
Me Patra	Chakra Drop

Fallen	Decarabia	Lv: 50	Alignment: Neutral-Chaos
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HP: 248		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 112																	
ST: 32		-		Wk		-		-		-		-		-		Nu	
MA: 39																	
VI: 36																	
AG: 32		Atk															
LU: 36		Personality															

Skills

Megido
Tetrakarn

Items

Fallen Star
Life Stone
Chakra Drop

Fallen	Ose	Lv: 41	Alignment: Neutral-Chaos
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HP: 281		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 126																	
ST: 35		-		-		-		-		-		-		St		Nu	
MA: 28																	
VI: 25																	
AG: 35		Atk															
LU: 25		Personality															

Skills

Dekunda Ally Call
Berserker God
Blight

Items

Fallen Star
Life Stone
Bead

Fallen	Dantalian	Lv: 33	Alignment: Neutral-Chaos
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HP: 154		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 69																	
ST: 20		Wk		-		St		St		Wk		Nu		St		Nu	
MA: 30																	
VI: 23																	
AG: 25		Atk															
LU: 26		Personality															

Skills

Magarula
Tetrakarn
Concentrate

Items

Fallen Tome
Life Stone
Chakra Drop

Fallen	Orias	Lv: 27	Alignment: Neutral-Chaos
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AG: 9 | Atk : single foe/1-2/Physical/none
LU: 8 | Personality : Gentleman

Skills	Items
Maragi	Fallen Purse Life Stone Chakra Drop

Brute

Brute Berserker Lv: 53 Alignment: Neutral-Chaos

HP: 320 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 144 | | | | | | | | |
ST: 42 | St | - | Wk | St | - | - | - | - |
MA: 35 | | | | | | | | |
VI: 30 | | | | | | | | |
AG: 40 | Atk : single foe/1/Physical/none
LU: 37 | Personality : Punk

Skills	Items
Tarukaja Tyranny Getsu-ei	Brute Fur Coat Life Stone Bead

Brute Sui-Ki Lv: 41 Alignment: Neutral-Chaos

HP: 179 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 81 | | | | | | | | |
ST: 33 | - | - | Wk | Nu | - | - | - | Nu |
MA: 33 | | | | | | | | |
VI: 27 | | | | | | | | |
AG: 28 | Atk : single foe/1/Physical/none
LU: 27 | Personality : Punk

Skills	Items
Bufula True Lobotomy Counter	Brute Garment Life Stone Chakra Drop

Brute Fuu-Ki Lv: 36 Alignment: Neutral-Chaos

HP: 189 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 85 | | | | | | | | |
ST: 25 | - | - | - | - | Wk | Rf | - | Nu |
MA: 25 | | | | | | | | |
VI: 25 | | | | | | | | |
AG: 31 | Atk : single foe/1/Physical/none
LU: 27 | Personality : Punk

LU: 27 | Personality : Lady

Skills	Items
Diarahan	Femme Spool
Dream Needle	Life Stone
	Chakra Drop

Femme Yuki Jyorou Lv: 26 Alignment: Neutral-Chaos

HP: 153		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 69									
ST: 18		-	-	Wk	Dr	-	-	-	-
MA: 24									
VI: 20									
AG: 21	Atk	: single foe/1/Physical/none							
LU: 20	Personality	: Lady							

Skills	Items
Mabufula	Femme Snow
Eternal Rest	Life Stone
Dormina	Revival Bead

Femme Leanan Sidhe Lv: 14 Alignment: Neutral-Chaos

HP: 78		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 35									
ST: 10		-	-	-	-	St	-	-	-
MA: 17									
VI: 12									
AG: 12	Atk	: single foe/1/Physical/none							
LU: 16	Personality	: Girly							

Skills	Items
Marin Karin	Femme Anklet
Media	Life Stone
Patra	Chakra Drop

Femme Acheri Lv: 8 Alignment: Neutral-Chaos

HP: 72		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 32									
ST: 9		-	-	Wk	-	-	-	-	St
MA: 10									
VI: 8									
AG: 12	Atk	: single foe/1/Physical/none							
LU: 10	Personality	: Young Girl							

Skills	Items
Life Drain	Femme Anklet
Posumudi	Life Stone
Poison Claw	Revival Bead

Night

Night Lilith Lv: 66 Alignment: Neutral-Chaos

HP: 300		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 135									
ST: 41		-	Wk	St	St	Dr	St	-	St
MA: 49									
VI: 42									
AG: 45	Atk	: single foe/1/Physical/none							
LU: 46	Personality	: Girly							

Skills

Maziodyne
Mana Drain
Marin Karin

Items

Night Snake
Life Stone
Chakra Drop

Night Wild Hunt Lv: 55 Alignment: Neutral-Chaos

HP: 352		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 158									
ST: 38		-	-	-	-	-	-	Wk	Nu
MA: 33									
VI: 35									
AG: 46	Atk	: single foe/1/Physical/none							
LU: 38	Personality	: Data							

Skills

Mamudo
Zan-Ei

Items

Night Torc
Life Stone
Bead

Night Succubus Lv: 47 Alignment: Neutral-Chaos

HP: 243		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 109									
ST: 27		-	-	St	St	Wk	-	Wk	Nu
MA: 37									
VI: 29									
AG: 38	Atk	: single foe/1/Physical/sleep							
LU: 35	Personality	: Girly							

Skills

Energy Drain
Dormina
Marin Karin

Items

Night Choker
Life Stone
Revival Bead

VI: 8 | -----
 AG: 10 | Atk : single foe/1/Physical/sleep
 LU: 9 | Personality : Girly

Skills	Items
Zio	Night Tail
Mazio	Life Stone
Charm Strike	Revival Bead

Night Sandman Lv: 4 Alignment: Neutral-Chaos

HP: 41 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
 MP: 18 | | | | | | | | | |
 ST: 6 | | - | - | - | - | Nu | Wk | - | - |
 MA: 9 | | | | | | | | | |
 VI: 8 | -----
 AG: 9 | Atk : single foe/1/Physical/none
 LU: 5 | Personality : Old Man

Skills	Items
Zio	Night Sand
Dormina	Life Stone
	Chakra Drop

----- Tyrant -----

Tyrant Surt Lv: 77 Alignment: Dark-Chaos

HP: 465 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
 MP: 209 | | | | | | | | | |
 ST: 56 | | - | - | Dr | Wk | - | - | St | Nu |
 MA: 52 | | | | | | | | | |
 VI: 54 | -----
 AG: 48 | Atk : single foe/1/Physical/none
 LU: 51 | Personality : Punk

Skills	Items
Agidyne	Tyrant Lignite
Fire Amp	Life Stone
	Bead

Tyrant Tzitzimitl Lv: 71 Alignment: Dark-Chaos

HP: 313 | | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
 MP: 141 | | | | | | | | | |
 ST: 48 | | - | - | - | - | Dr | - | Nu | Nu |
 MA: 52 | | | | | | | | | |
 VI: 46 | -----
 AG: 44 | Atk : single foe/1/Physical/none
 LU: 48 | Personality : Old Woman

Skills					Items				
Megidola					Tyrant Orb				
Energy Drain					Life Stone				
Drain Elec					Chakra Drop				

Tyrant	Abaddon	Lv: 60	Alignment: Dark-Chaos
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HP: 363		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 163									
ST: 45		St	-	-	-	Wk	St	-	Nu
MA: 36									
VI: 44									
AG: 41	Atk : single foe/1/Physical/none								
LU: 39	Personality : Knight								

Skills					Items				
Crushing Wave					Tyrant Tongue				
Hades Blast					Life Stone				
Retaliate					Bead				

Tyrant	Loki	Lv: 52	Alignment: Dark-Chaos
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HP: 261		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 171									
ST: 36		-	Nu	-	St	-	St	-	St
MA: 41									
VI: 33									
AG: 35	Atk : single foe/1-2/Physical/none								
LU: 36	Personality : Punk								

Skills					Items				
Mabufudyne					Tyrant Wing				
Tricky Dance					Life Stone				
Taunt					Revival Bead				

Tyrant	Balor	Lv: 44	Alignment: Dark-Chaos
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HP: 276		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 124									
ST: 35		-	-	Nu	-	-	-	Wk	Nu
MA: 33									
VI: 30									
AG: 30	Atk : single foe/1/Physical/none								
LU: 29	Personality : Knight								

Skills					Items				
Maragion					Tyrant Eye				
Last Resort					Life Stone				
Megaton Press					Bead				

Tyrant	King Frost	Lv: 40	Alignment: Dark-Chaos
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HP: 572	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 257								
ST: 29	-	-	Wk	Dr	-	-	Nu	-
MA: 35								
VI: 32								
AG: 28	Atk	: single foe/1/Physical/none						
LU: 31	Personality	: Jack *						

Skills	Items
Mabufudyne	Tyrant Glacier
Mediarahan	Muscle Drink
Explosive Fist	Bufula Stone

Drake

Drake	Fafnir	Lv: 72	Alignment: Dark-Chaos
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HP: 428	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 193								
ST: 54	St	St	-	Wk	Wk	-	-	-
MA: 43								
VI: 50								
AG: 46	Atk	: single foe/1/Physical/none						
LU: 48	Personality	: Knight						

Skills	Items
Makarakarn	Drake Heart
Madness Crush	Life Stone
Retaliate	Bead

Drake	Nidhoggr	Lv: 65	Alignment: Dark-Chaos
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HP: 384	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 173								
ST: 49	-	St	-	Rf	St	Wk	Wk	-
MA: 43								
VI: 49								
AG: 38	Atk	: single foe/1/Physical/none						
LU: 41	Personality	: Beast						

Skills	Items
Life Drain	Drake Kaina
Madness Nails	Life Stone
Grand Tack	Bead

Drake	Mushussu	Lv: 61	Alignment: Dark-Chaos
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LU: 23 | Personality : Girly

Skills	Items
Bufula	Drake Scale
Media	Life Stone
Dream Needle	Chakra Drop

Drake Zhu Tun She Lv: 15 Alignment: Dark-Chaos

HP: 125		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 56									
ST: 18		-	-	-	-	-	-	Wk	Wk
MA: 13									
VI: 14									
AG: 13	Atk	: single foe/1/Physical/none							
LU: 12	Personality	: Little Kid							

Skills	Items
Bufu	Drake Stripes
Rampage	Life Stone
	Bead

Spirit

Spirit Legion Lv: 36 Alignment: Dark-Chaos

HP: 216		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 97									
ST: 33		Wk	St	Wk	St	St	St	Wk	Nu
MA: 22									
VI: 30									
AG: 23	Atk	: single foe/1/Physical/none							
LU: 25	Personality	: Data							

Skills	Items
Shock	Spirit Acid
Last Resort	Life Stone
	Bead

Spirit Pisaca Lv: 29 Alignment: Dark-Chaos

HP: 190		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 86									
ST: 28		-	-	Wk	-	-	-	-	Nu
MA: 18									
VI: 22									
AG: 23	Atk	: single foe/1/Physical/poison							
LU: 21	Personality	: Data							

Skills	Items

Wind Breath	Spirit Stalk
Life Drain	Life Stone
Bites the Dust	Bead

Spirit	Inferno	Lv: 23	Alignment: Dark-Chaos
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HP: 141		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 63																	
ST: 20		-		-		Nu		Wk		-		-		-		St	
MA: 16																	
VI: 25																	
AG: 16		Atk															
LU: 17		Personality															

	Skills	Items
Agilao		Spirit Blaze
Resist Curse		Life Stone
		Bead

Spirit	Macabre	Lv: 18	Alignment: Dark-Chaos
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HP: 130		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 59																	
ST: 20		-		-		-		-		-		-		Wk		Nu	
MA: 12																	
VI: 16																	
AG: 15		Atk															
LU: 16		Personality															

	Skills	Items
Mudoon		Spirit Scythe
Blight		Life Stone
		Bead

Spirit	Poltergeist	Lv: 7	Alignment: Dark-Chaos
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HP: 50		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse	
MP: 23																	
ST: 10		-		-		Wk		Wk		Wk		-		-		-	
MA: 7																	
VI: 12																	
AG: 10		Atk															
LU: 7		Personality															

	Skills	Items
Feral Claw		Spirit Cuffs
		Life Stone
		Bead

Spirit Dybbuk Lv: 2 Alignment: Dark-Chaos

HP: 44		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 20									
ST: 6		-	-	Wk	-	-	-	Wk	-
MA: 6									
VI: 5									
AG: 6		Atk : single foe/1/Physical/sleep							
LU: 8		Personality : Punk							

Skills

Dormina
Rakukaja

Items

Spirit Cuffs
Life Stone
Revival Bead

Foul

Foul Doppelganger Lv: 25 Alignment: Dark-Chaos

HP: 162		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 73									
ST: 20		Rf	Rf	-	-	-	-	Wk	Wk
MA: 20									
VI: 20									
AG: 20		Atk : single foe/1/Physical/none							
LU: 20		Personality : Wild							

Skills

Makarakarn
Ally Call

Items

Foul Clay
Life Stone
Bead

Foul Slime Lv: 1 Alignment: Dark-Chaos

HP: 29		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 13									
ST: 4		-	-	Wk	Wk	Wk	Wk	Wk	-
MA: 4									
VI: 7									
AG: 4		Atk : single foe/1/Physical/none							
LU: 4		Personality : Wild							

Skills

Lunge

Items

Foul Mucous
Life Stone
Revival Bead

Haunt

Haunt Vetala Lv: 67 Alignment: Dark-Chaos

AG: 22 | Atk : single foe/1/Physical/poison
LU: 21 | Personality : Wild

Skills					Items				
Mudo					Haunt Dry Skin				
Mega Claw					Life Stone				
					Bead				

Haunt Churel Lv: 24 Alignment: Dark-Chaos

HP: 122 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 55 | | | | | | | | |
ST: 20 | - | - | - | - | - | - | Wk | Nu |
MA: 23 | | | | | | | | |
VI: 18 | | | | | | | | |
AG: 17 | Atk : single foe/1/Physical/none
LU: 19 | Personality : Wild

Skills					Items				
Mana Drain					Haunt Dry Skin				
Marin Karin					Life Stone				
					Chakra Drop				

Haunt Mou-Ryo Lv: 17 Alignment: Dark-Chaos

HP: 122 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 55 | | | | | | | | |
ST: 20 | - | - | St | St | Wk | Wk | Wk | St |
MA: 14 | | | | | | | | |
VI: 16 | | | | | | | | |
AG: 13 | Atk : single foe/1/Physical/fear
LU: 13 | Personality : Wild

Skills					Items				
Kamikaze					Haunt Plasma				
Dekunda					Life Stone				
					Revival Bead				

Haunt Preta Lv: 6 Alignment: Dark-Chaos

HP: 59 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 27 | | | | | | | | |
ST: 11 | - | - | Wk | Wk | - | Wk | Wk | Wk |
MA: 8 | | | | | | | | |
VI: 9 | | | | | | | | |
AG: 10 | Atk : single foe/1/Physical/poison
LU: 5 | Personality : Wild

Skills					Items				
Macca Beam					Haunt Ball				
Tarunda					Life Stone				

Revival Bead

Enigma

Alignment: Light-Neutral

HP: 999		Phys		Gun		Fire		Ice		Elec		Wind		Expel		Curse
MP: 450																
ST: 54		-		-		-		-		-		-		Nu		Nu
MA: 51																
VI: 56		-----														
AG: 54		Atk : single foe/1/Physical/none														
LU: 60		Personality : Young Girl *														

Items

Wastrel Beam
Fleeting Rain

Alignment: Light-Neutral

HP: 469	Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 211								
ST: 50	St	Nu	Wk	-	-	-	Nu	-
MA: 52								
VI: 45								
AG: 50	Atk : single foe/1/Gun/none							
LU: 54	Personality : Gentleman *							

Items

Tetraja
Heaven's Bow
Charm Strike

Alignment: Light-Neutral

HP: 378		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 170		-----	-----	-----	-----	-----	-----	-----	-----
ST: 36		-	-	Nu	-	-	-	Nu	Nu
MA: 45		-----	-----	-----	-----	-----	-----	-----	-----
VI: 40									
AG: 43		Atk : single foe/1/Physical/none							
LU: 45		Personality : Data *							

Items

Megido
Mediarama
Void Mind

Enigma	Futotama	Lv: 42	Alignment: Light-Neutral
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HP: 292		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 131									
ST: 30		-	-	-	-	-	-	Nu	Nu
MA: 36									
VI: 33									
AG: 29	Atk	: all foes/1/Physical/none							
LU: 33	Personality	: Knight *							

Skills		Items
Strange Ray	Tarunda	Enigma Himorogi
Macca Beam	Tables Turned	Dis-Stone
Diarahan		Bead

Enigma	Kanbari	Lv: 27	Alignment: Light-Neutral
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HP: 268		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 121									
ST: 24		Wk	St	-	-	-	-	Nu	-
MA: 20									
VI: 26									
AG: 23	Atk	: single foe/1/Physical/none							
LU: 23	Personality	: Old Man *							

Skills		Items
Mahama	Needle Assault	Enigma Clay
Strange Ray		Mental Drink
Tetrakarn		Chakra Drop

UMA

UMA	Hare of Inaba	Lv: 37	Alignment: Neutral-Neutral
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HP: 242		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 109									
ST: 27		-	Wk	Wk	Wk	Wk	Wk	St	St
MA: 26									
VI: 25									
AG: 36	Atk	: single foe/1-2/Physical/none							
LU: 27	Personality	: Little Kid *							

Skills		Items
Mediarama		UMA Foot
Sukukaja		Dekunda Stone
		Chakra Drop

UMA	Kuda	Lv: 28	Alignment: Neutral-Neutral
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HP: 229		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 103									
ST: 20		-	-	-	-	Nu	Wk	-	-
MA: 31									
VI: 22									

AG: 19 | Atk : single foe/1/Physical/none
 LU: 22 | Personality : Little Girl *

Skills			Items		
Mazionga	Preparedness		UMA Muzzle		
Strainoma			Dis-Mute		
Tetraja			Mazio Stone		

UMA Chupacabra Lv: 19 Alignment: Neutral-Neutral

HP: 183		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 82									
ST: 20		-	-	Wk	-	-	-	St	St
MA: 12									
VI: 19									

AG: 18 | Atk : single foe/1/Physical none
 LU: 18 | Personality : Beast *

Skills			Items		
Life Drain			UMA Skin		
Fog Breath			Dis-Poison		
Giant Slice			Bead		

UMA Mamedanuki Lv: 13 Alignment: Neutral-Neutral

HP: 109		Phys	Gun	Fire	Ice	Elec	Wind	Expel	Curse
MP: 49									
ST: 11		-	-	St	St	St	St	-	-
MA: 11									
VI: 15									

AG: 14 | Atk : single foe/1/Physical/none
 LU: 18 | Personality : Old Man *

Skills			Items		
Macca Beam	Sleepwalker		Dis-Poison		
Getsu-ei			Patra Stone		
Needle Rush			Dis-Strain		

Fiend

* Note: This race does not show up in the in-game Data -> Analysis menu and was merely added for documentation purposes.

Fiend Mother Harlot Lv: 93 Alignment: Dark-Neutral

LU: 45 | Personality : Horseman *

Skills					Items				
Glacial Blast	Luster Candy				Judgment Scale				
Megidola	Dry Sea				Amrita Soda				
Debiliate					Megido Stone				

Fiend Red Rider Lv: 59 Alignment: Dark-Neutral

HP: 1400 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 9999 |
ST: 39 | - | - | Nu | Wk | - | - | Nu | Nu |
MA: 41 |
VI: 40 |
AG: 43 | Atk : single foe/1/Physical/none
LU: 39 | Personality : Horseman *

Skills					Items				
Maragidyne					Sword Shard				
True Lobotomy					Bead Chain				
Retaliate					Agilao Stone				

Fiend Alice Lv: 55 Alignment: Dark-Neutral

HP: 1500 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 9999 |
ST: 36 | St | Rf | - | - | - | - | Nu | Nu |
MA: 48 |
VI: 34 |
AG: 34 | Atk : single foe/1/Physical/none
LU: 33 | Personality : Alice *

Skills					Items				
Die For Me!	Lullaby				-				
Energy Drain									
Dream Needle									

Fiend White Rider Lv: 49 Alignment: Dark-Neutral

HP: 1200 | Phys | Gun | Fire | Ice | Elec | Wind | Expel | Curse |
MP: 9999 |
ST: 37 | - | - | - | - | Nu | Wk | Nu | Nu |
MA: 31 |
VI: 33 |
AG: 38 | Atk : single foe/1/Physical/none
LU: 33 | Personality : Horseman *

Skills					Items				
Maziodyne					Victor's Bow				
Arrow Rain					Soma				
Staredown					Zionga Stone				

Fiend	Matador				Lv: 30		Alignment: Dark-Neutral		

HP: 500		Phys		Gun		Fire		Ice	
MP: 9999									
ST: 21		St		St		-		-	
MA: 21									
VI: 17		-----							
AG: 27		Atk : single foe/1-3/Physical/none							
LU: 19		Personality : The Matador *							

Skills		Items	
Deathbound			Red Capote
Taunt			Soma Drop
			Frag Grenade

Fiend	David	Lv: 22 Alignment: Dark-Neutral							

HP: 1200		Phys		Gun		Fire		Ice	
MP: 9999									
ST: 18		-		-		St		St	
MA: 18									
VI: 17		-----							
AG: 18		Atk : single foe/1/Physical/none							
LU: 20		Personality : David *							

Skills		Items	
Staredown		-	
Blight			
Mamudo			

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Records List		[SJ_RECORDS]	
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This is a list of the Records and their conditions as displayed in the Demonica menu's Log -> Records menu.

> Records: Medals <

These are just general completion indicators based on all of the various areas of Records, really.

Demon Carnage Medal

"For massive damage to the enemy"

How to get: Complete the Battle records "Brothers in Arms" and "Destroyer" to get this.

Humanity's Hope Medal

"For destroying all the Fiends"

How to get: Defeat every Fiend type demon in battle.

Master Researcher Medal

"For expertise with the Demonica"

How to get: Collect all Main and Sub Apps. Can only do this in a new game+/second cycle, obviously. Has to be in the same playthrough, too.

Lateral Thinking Medal

"For unique actions in duty"

How to get: Perform all of the odd records in the Map records section like Demonica QA Tester, Crab Master, and Shrimp Master.

Schwarzwelt Explorer Medal

"For traversing all the Schwarzwelt"

How to get: Complete the entire Map records section. Can only complete this one in a New Game+/second cycle due to Grus's east side.

Demon Negotiator Medal

"For excellence in conversation"

How to get: Complete the entire Contact records section.

Demon Fusion Medal

"For excellence in fusion"

How to get: Complete the entire Fusion records section.

Service Excellence Medal

"For completion of all missions"

How to get: Complete the entire Events records section. Requires playing through the game at least 3 times for all different ending paths and completing all EX Missions!

Irving Walsh Medal

"For exhaustive R&D in the lab"

How to get: Complete the entire Development records section. Requires being in a New Game+/second cycle due to the fact that 3 accessories and some Sub Apps are New Game+ only.

Beginner's Medal

"For earning 5% of accomplishments"

How to get: Complete 5% of the total records.

Expert's Medal

"For earning 50% of accomplishments"

How to get: Complete 50% of the total records.

Strange Journey Medal

"For earning every accomplishment"

How to get: Complete every single record entry!

> Records: Battle <

This menu is all about Battle, obviously.

The Battle Begins

"50 victories in battle!

But the mission has just begun.
We look forward to your further
success."

How to get: Win 50 battles.

The War Begins

"400 victories in battle!

This has escalated into a full-
scale war. Keep fighting the
good fight."

How to get: Win 400 battles.

The Ultimate Weapon

"2000 victories in battle!

What an astounding service record!
You are humanity's ultimate weapon.
How much longer can you keep
fighting?"

How to get: Win 2000 battles.

Mutual Admiration Society

"10 gifts received from
your demons!

Do you like your presents? Keep
strengthening your bond with
your demons."

How to get: Receive 10 level-up gifts from your own demons.
The "Long Birthday" Sub App helps with this line of records.

Give and Take

"50 gifts received from
your demons!

It seems you and your demons are
now inseparable."

How to get: Receive 50 level-up gifts from your own demons.
The "Long Birthday" Sub App helps with this line of records.

Say it with Flowers

"200 gifts received from
your demons!

That's a lot of thank-you cards
to write."

How to get: Receive 200 level-up gifts from your own demons.
The "Long Birthday" Sub App helps with this line of records.

Nice Assist!

"Performed 5 Demon Co-Op attacks!

You have some able assistants on
your team. It's important to make
good relations."

How to get: Trigger 5 Demon Co-Op attacks in battle. Easy.

Teamwork

"Performed 20 Demon Co-Op attacks!

Great plays out there! Now step
up your game and show us an even
higher level of teamwork."

How to get: Trigger 20 Demon Co-Op attacks in battle. Easy.

Brothers in Arms

"Performed 100 Demon Co-Op attacks!

That was some amazing teamwork!
Perhaps demons make better
comrades for you than humans."

How to get: Trigger 100 Demon Co-Op attacks in battle. Easy.

Sunset Capote

"Defeated the Matador!

It was a truly remarkable battle.

A standing ovation for the true
conquistador of the arena."

How to get: Defeat Fiend Matador. He can be found with Enemy Search in the
Carina sector.

Dirge in G

"Defeated David!

It was a truly remarkable battle.
The sweet strains of the master
Stradivarius violin are back in
humanity's hands."

How to get: Defeat Fiend David in the "Escape plan" EX Mission in the
Bootes sector.

Nighty Night, Alice

"Defeated Alice!

It was a truly remarkable battle.
I feel a bit sorry for her, but
maybe it's better that she sleep
a while longer."

How to get: Defeat Fiend Alice in the "Catch the rabbit!" EX Mission in
the Fornax sector.

Slayer of the Crimson Knight

"Defeated the Red Rider!

It was a truly remarkable battle.
Because you defeated the crimson
maelstrom of war, we humans can
now be in harmony."

How to get: Defeat Fiend Red Rider. He can be found with Enemy Search in the
Eridanus sector.

Slayer of the White Knight

"Defeated the White Rider!

It was a truly remarkable battle.
Because you defeated the white
knight of domination, victory is
now in sight for we humans."

How to get: Defeat Fiend White Rider. He can be found with Enemy Search in
the Delphinus sector.

Slayer of the Black Knight

"Defeated the Black Rider!

It was a truly remarkable battle.
Because you defeated the dark
knight of famine, we humans can
have bountiful harvests again."

How to get: Defeat Fiend Black Rider. He can be found with Enemy Search in the Fornax sector.

Slayer of the Cold Knight

"Defeated the Pale Rider!

It was a truly remarkable battle.
Because you defeated the cold
knight of disease, we humans can
now live healthy lives."

How to get: Defeat Fiend Pale Rider. He can be found with Enemy Search in the Grus sector.

Triumph Over the End

"Defeated the Trumpeter!

It was a truly remarkable battle.
You have defeated even the trumpet
that sounds the end--surely you
can forge a future for humanity."

How to get: Defeat Fiend Trumpeter. He can be found with Enemy Search in the Horologium sector.

The Fallen Golden Goblet

"Defeated the Mother Harlot!

It was a truly remarkable battle.
Defeating such a symbol of decay
and filth proves your nobility
and pure heart."

How to get: Defeat Fiend Mother Harlot in the EX Mission
"The holy dragonslayer" in Eridanus.

Squire

"Dealt 1000 total points of
damage in battle!

Now, you are a warrior. But you
have much damage left to deal...
GO forth and destroy!"

How to get: Do 1000 or more points of damage in battles.

Warrior

"Dealt 10,000 total points of
damage in battle!

An impressive accomplishment, to
be sure. After spending your days
and nights just wrecking demons,
you have become a force to be
reckoned with."

How to get: Deal 10000 or more points of damage in battles.

Destroyer

"Dealt 100,000 total points of damage in battle!

You have fought until drenched in the blood of your enemies. Your battles are legendary, and your name instills fear and respect in all."

How to get: Deal 100000 or more points of damage in battle.

You really aren't as awesome as the description makes you seem for getting this one, though. Come on.

Runaway Kid

"Ran from battle 10 times!

You are fast, like a child running away. It still seems better to stand and fight, but training your legs is good too."

How to get: Run from 10 or more battles.

Chicken-Wuss

"Ran from battle 50 times!

You generally run as soon as you see the enemy, but that doesn't mean you're a coward. It's an effective means of survival."

How to get: Run from 50 or more battles.

Road Runner

"Ran from 200 battles!

You're the king of fleeing! We bestow upon you the title of Road Runner. No one has legs faster than yours, or a belly so yellow."

How to get: Run from 200 or more battles.

Pandemonium Tourist

"10% of all demons analyzed!

You are a temporary guest of the pandemonium. Yet this pandemonium stretches much deeper than you know. Keep plumbing its depths..."

How to get: Analyze 10% or more in the Demon Data -> Demon Analysis menu.

These are all random battle and Enemy Search demons.

They do NOT need to be max analyzed.

Pandemonium Regular

"50% of all demons analyzed!

You're well-known within the
pandemonium by now. We urge you
to continue unraveling its
mysteries."

How to get: Analyze 50% or more in the Demon Data -> Demon Analysis menu.
These are all random battle and Enemy Search demons.
They do NOT need to be max analyzed.

Pandemonium Master

"100% of all demons analyzed!

You are the master of the
pandemonium. No one on Earth has
your skill at analyzing demons."

How to get: Analyze 100% in the Demon Data -> Demon Analysis menu.
These are all random battle and Enemy Search demons.
They do NOT need to be max analyzed.

> Records: Map <

NOTE ON THE MAP COVERAGE RECORDS: Partial progress does *not* carry over
to a new game+! It is also recommended that you do the map coverage records
during a new game+ because of the Sub App that displays dark areas on your
automap, letting you easily get the tiles covered. All tiles must be
stepped on to count for a completed map, including phase shift sanctums.

Forma Dilettante

"Found 20 forma with Forma Search!

You clearly know the basics of
finding forma, but you're still
only picking up what's directly
in front of you. We have high hopes
for your forma-finding future."

How to get: Pick up 20 or more Forma on the field using the
Forma Search Main App.

Hawkeye

"Found 100 forma with Forma Search!

You've found many forma. We're
sure someone with eyes as sharp
as yours can find many more."

How to get: Pick up 100 or more Forma on the field using the
Forma Search Main App.

Forma Hunter

"Found 500 forma with Forma Search!

What an accomplishment! You are
the greatest of all forma hunters.
As long as forma exist in the
Schwarzwelt, you will be there to
search for them."

How to get: Pick up 500 or more Forma on the field using the
Forma Search Main App.

Challenger

"Found 10 demons with Enemy Search!

You are bold to seek out demons
on your own. We anticipate great
things in your future."

How to get: Find 10 or more demons using the Enemy Search Main App.

Demon Hunter

"Found 50 demons with Enemy Search!

It seems now as if you hunt demons
for the pure pleasure of it. Carry
on, soldier."

How to get: Find 50 or more demons using the Enemy Search Main App.

Seek and Destroy

"Found 200 demons with Enemy Search!

Even the most well-hidden demons
can't escape your insatiable need
to hunt! No one can stop you now.
Destroy them all."

How to get: Find 200 or more demons using the Enemy Search Main App.

Treasure Hunter

"The Forma Search function of your
Main App is fully upgraded!

Now, there is no forma you cannot
find. From this point forward, the
Schwarzwelt is your oyster."

How to get: Get all types of the Forma Search Main App.

Expert Tracker

"The Enemy Search function of your
Main App is fully upgraded!

Now, no demons can hide from your
prying eyes. Wherever you go, all
will be revealed to you."

How to get: Get all types of the Enemy Search Main App.

Through the Looking Glass

"The Gate Search function of your
Main App is fully upgraded!

Now the fake wall stand revealed
as pathways; the history of
mankind in microcosm."

How to get: Get all types of the Gate Search Main App.

Open Sesame

"The Unlock function of your
Main App is fully upgraded!

Like the bandit in the old tale,
no door is barred to you."

How to get: Get all types of the Unlock Main App.

Clear Vision

"The Visualizer function of your
Main App is fully upgraded!

Dark Zones pose no threat to you
anymore. Whatever obstacle stands
in your way, your vision for
humanity is perfectly clear."

How to get: Get all types of the Visualizer Main App.

Planewalker

"The Phase Shifter function of your
Main App is fully upgraded!

There is no Sanctum you cannot
enter anymore. Humanity has
broken down all obstacles and
all realms are open to them."

How to get: Get all types of the Phase Shift Main App.

Demonica QA Tester

"Ran into walls 255 tims!

Fear not; the Demonica's superior
build quality won't get so much
as a scratch. The most advanced
materials were used to create it,
and it can take any punishment.

...Even so, 255 times is a bit
much. Calm down, spaz."

How to get: Bump into walls 255 or more times.

Crab Master

"The technical term is "fixed-perspective movement," but we like to call it "crab walking." That's right, you have crab-walked for 3,000 steps. You have earned the title of Crab Master.

Try it in daily life to gain an advantage over slow walkers!"

How to get: Sidestep 3000 or more steps by holding down the B button and walking.

Shrimp Master

"The technical term is "fixed-perspective movement," but we like to call it "shrimp walking."

Yes, you have shrimp-walked for 3,000 steps. You earned the title of Shrimp Mas---What? No one calls it that? Well, they should.

NO ARGUMENTS."

How to get: Walk backwards 3000 or more steps by holding down the B button and walking.

The First Pit

"You fell into a pitfall!

This was your first pitfall in the Schwarzwelt, wasn't it? How did it feel as you fell?

Anyway, you've been introduced to the typical cheap trap. Be very careful from this point on."

How to get: Fall into one or more pitfalls.

Such Tempting Pits

"You fell into a pitfall 20 times!

You seem to be falling quite a bit, but it's not your fault. There's a lot of pit traps out there.

...You're not starting to ENJOY falling through pit traps, we hope?"

How to get: Fall into 20 or more pitfalls.

O Brave new Pit!

"You fell into a pitfall 100 times!

That's just uncalled-for. You have
to be doing this on purpose.

Probably discovered some fetish
for falling through pit traps...
Well, whatever makes you happy."

How to get: Fall into 100 or more pit traps.

Traversed Antlia 1F

"1F of sector Antlia
has been fully explored!"

How to get: Explore all of Antlia 1F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Antlia B1F

"B1F of sector Antlia
has been fully explored!"

How to get: Explore all of Antlia B1F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Antlia B2F

"B2F of sector Antlia
has been fully explored!"

How to get: Explore all of Antlia B2F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Bootes 1F

"1F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 1F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Bootes 2F

"2F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 2F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Bootes 3F

"3F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 3F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Bootes 4F

"4F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 4F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Bootes 5F

"5F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 5F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Bootes 6F

"6F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 6F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Bootes 7F

"7F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 7F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Bootes 8F

"1F of sector Bootes
has been fully explored!"

How to get: Explore all of Bootes 8F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Carina 1F

"1F of sector Carina
has been fully explored!"

How to get: Explore all of Carina 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Carina 2F

"2F of sector Carina
has been fully explored!"

How to get: Explore all of Carina 2F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Carina 3F

"3F of sector Carina
has been fully explored!"

How to get: Explore all of Carina 3F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Carina 4F

"4F of sector Carina
has been fully explored!"

How to get: Explore all of Carina 4F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Carina B1F

"B1F of sector Carina
has been fully explored!"

How to get: Explore all of Carina B1F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 1F

"1F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 1F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 2F

"2F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 2F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 3F

"3F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 3F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 4F

"4F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 4F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 5F

"5F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 5F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 6F

"6F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 6F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 7F

"7F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 7F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 8F

"8F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 8F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Delphinus 9F

"9F of sector Delphinus
has been fully explored!"

How to get: Explore all of Delphinus 9F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Eridanus 1F

"1F of sector Eridanus
has been fully explored!"

How to get: Explore all of Eridanus 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Eridanus 2F

"2F of sector Eridanus
has been fully explored!"

How to get: Explore all of Eridanus 2F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Eridanus 3F

"1F of sector Eridanus
has been fully explored!"

How to get: Explore all of Eridanus 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Eridanus TOP

"TOP of sector Eridanus
has been fully explored!"

How to get: Explore all of Eridanus TOP.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Jack's Squad HQ 1F

"1F of sector Jack's Squad HQ
has been fully explored!"

How to get: Explore all of Jack's Squad HQ 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Jack's Squad HQ B1F

"B1F of sector Jack's Squad HQ
has been fully explored!"

How to get: Explore all of Jack's Squad HQ B1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Fornax 1F

"1F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Fornax B1F

"B1F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B1F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Fornax B2F

"B2F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B2F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Fornax B3F

"B3F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B3F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Fornax B4F

"B4F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B4F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Fornax B5F

"B5F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B5F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Fornax B6F

"B6F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B6F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Fornax B7F

"B7F of sector Fornax
has been fully explored!"

How to get: Explore all of Fornax B7F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Grus 1F

"1F of sector Grus
has been fully explored!"

How to get: Explore all of Grus 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Note: Impossible to complete map until New Game+.

Traversed Grus B1F

"B1F of sector Grus
has been fully explored!"

How to get: Explore all of Grus B1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Note: Impossible to complete map until New Game+.

Make sure that before you lock your alignment by starting the Horologium events that you explore both the Law and Chaos alignment rooms by manipulating your alignment.

Traversed Grus B2F

"B2F of sector Grus
has been fully explored!"

How to get: Explore all of Grus B2F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Note: Impossible to complete map until New Game+.

Traversed Grus B3F

"B3F of sector Grus
has been fully explored!"

How to get: Explore all of Grus B3F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Note: Impossible to complete map until New Game+.

Traversed Grus B4F

"B4F of sector Grus
has been fully explored!"

How to get: Explore all of Grus B4F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Note: Impossible to complete map until New Game+.

Traversed Horologium 1F

"1F of sector Horologium

has been fully explored!"

How to get: Explore all of Horologium 1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B1F

"B1F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B1F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B2F

"B2F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B2F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B3F

"B3F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B3F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B4F

"B4F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B4F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B5F

"B5F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B5F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B6F

"B6F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B6F.

This means all tiles stepped on, all secret doors found, all doors gone through including one-way doors, etc...

Traversed Horologium B7F

"B7F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B7F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Horologium B8F

"B8F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B8F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

Traversed Horologium B9F

"B9F of sector Horologium
has been fully explored!"

How to get: Explore all of Horologium B9F.
This means all tiles stepped on, all secret doors found, all doors
gone through including one-way doors, etc...

> Records: Contact <

These all have to do with Demon Negotiation. Some Sub Apps may help here,
because these ones take a while to complete.

Demon Friend

"Recruited 10 demons in battle!"

So... you've gained valuable
comrades. But you don't have very
many of them, do you? Get more
demons to shore up your ranks."

How to get: Recruit 10 or more demons via various types of negotiation during
battle. Fusion doesn't count.
Relax Spray, Green Grass, Light in Hell, and Tea Amity
Sub Apps will help you out here with this line of records.

Demon Scout

"Recruited 50 demons in battle!"

You've really got the hang of
scouting demons. We look
forward to seeing what kind of
team you put together."

How to get: Recruit 50 or more demons via various types of negotiation during
battle. Fusion doesn't count.
Relax Spray, Green Grass, Light in Hell, and Tea Amity
Sub Apps will help you out here with this line of records.

Demon Connections

"Recruited 200 demons in battle!

Well, well, this is a surprise.
You're not exploiting any insider
connection with demonkind, are you?"

How to get: Recruit 200 or more demons via various types of negotiation during
battle. Fusion doesn't count.
Relax Spray, Green Grass, Light in Hell, and Tea Amity
Sub Apps will help you out here with this line of records.

Blessing of the Demons

"Received 10 items from demons
through conversation!

Did you find a use for the gifts
you received? By all means, keep
it up as a way to obtain useful
materials."

How to get: Acquire 10 or more items from demons via negotiation during
battle. Gifts from level-ups of your own demons do not count.
The Extra Item, Item Garnish and Friend Item Sub Apps will
help out with this line of records by getting you 2 items
instead of 1 per negotiation round.

Silver Tongue

"Received 50 items from demons
through conversation!

You seem to have collected your
fair share of items. You've quite
the silver tongue to have gotten
so many."

How to get: Acquire 50 or more items from demons via negotiation during
battle. Gifts from level-ups of your own demons do not count.
The Extra Item, Item Garnish and Friend Item Sub Apps will
help out with this line of records by getting you 2 items
instead of 1 per negotiation round.

Charismatic

"Received 200 items from demons
through conversation!

We can't believe you have so many...
You must have that certain je ne
sais quois among demons. Go on
employing your unique charms;
we won't stop you."

How to get: Acquire 200 or more items from demons via negotiation during
battle. Gifts from level-ups of your own demons do not count.
The Extra Item, Item Garnish and Friend Item Sub Apps will
help out with this line of records by getting you 2 items
instead of 1 per negotiation round.

Demon Allowance

"Gained 1,000 total Macca
through negotiation!

It probably isn't much more than
a child's allowance to you. But
you're not children--you're elite
soldiers handpicked from all over
the world. You can do better."

How to get: Acquire 1000 or more Macca from negotiation during battle.
The Extra Macca, Macca Garnish and Friend Macca Sub Apps will
help out with this line of records by making the demon give
you Macca twice. Higher level demons tend to give more Macca.

Demon Income -----

"Gained 10,000 total Macca
through negotiation!

You've piled up quite a lot of
dough. It's not a bad revenue
stream. Keep aiming higher!"

How to get: Acquire 10000 or more Macca from negotiation during battle.
The Extra Macca, Macca Garnish and Friend Macca Sub Apps will
help out with this line of records by making the demon give
you Macca twice. Higher level demons tend to give more Macca.

Demon Business Plan -----

"Gained 100,000 total Macca
through negotiation!

You play hardball when it comes
to negotiation. Are you hoping to
amass a small fortune through
demon conversations alone?"

How to get: Acquire 100000 or more Macca from negotiation during battle.
The Extra Macca, Macca Garnish and Friend Macca Sub Apps will
help out with this line of records by making the demon give
you Macca twice. Higher level demons tend to give more Macca.

Day Trader -----

"Given 1,000 total Macca to
demons during negotiation!

You've spent a little bit of
Macca, but it's still at the
"I just invested a little bit
for kicks" stage. Big returns
require big investments.

How to get: Spend 1000 or more Macca when recruiting demons through
negotiations during battle. The best way to fill out this line
of records is recruit endgame random battle demons: preferably
those of opposite alignment as they ask for more money, and do
this line of records along with the "recruit number of demons"
and "gain macca from demons" records.

Wall Street Kid -----

"Given 10,000 total Macca to
demons during negotiation!

You've given away quite a bit of
coin. When the total reaches this
point, it becomes a serious
investment."

How to get: Spend 10000 or more Macca when recruiting demons through
negotiations during battle. The best way to fill out this line
of records is recruit endgame random battle demons: preferably
those of opposite alignment as they ask for more money, and do
this line of records along with the "recruit number of demons"
and "gain macca from demons" records.

Philanthropist

"Given 100,000 total Macca to
demons during negotiation!

We're most impressed with your
philanthropic ways. We will not
stop you; give away Macca to your
heart's content."

How to get: Spend 100000 or more Macca when recruiting demons through
negotiations during battle. The best way to fill out this line
of records is recruit endgame random battle demons: preferably
those of opposite alignment as they ask for more money, and do
this line of records along with the "recruit number of demons"
and "gain macca from demons" records.

> Records: Fusion <

This Records section is all about fusion.

Apprentice Fuser

"Fused 10 demons!

Just keep fusing demons as if
you're an apprentice until you
realize how much fun it is."

How to get: Fuse demons in any way 10 or more times. Easy.

Fuser Artisan

"Fused 50 demons!

We expect by now that you've
mastered the art of customizing
demons to suit your needs. You
are a regular demon artisan!"

How to get: Fuse demons in any way 50 or more times. Easy.

Creator of Demons

"Fused 200 demons!

You have fused and created many,
many types of demons. You could
be called a creator yourself...
It's quite remarkable."

How to get: Fuse demons in any way 200 or more times. Easy.

Accidents Will Happen

"Had a fusion accident!

You've experienced an uncommon
thing. What was it like to look
into the face of an unexpected
demon?"

How to get: Have 1 or more fusion accidents.

The Copernicus Sub App helps with the fusion accident records.

Accidently on Purpose

"Had 10 fusion accidents!

That's an awful lot for something
that's supposedly coincidental.
Are you developing a taste for
fusion accidents, perhaps?"

How to get: Have 10 or more fusion accidents.

The Copernicus Sub App helps with the fusion accident records.

Accident Addict

"Had 50 fusion accidents!

Your fusion record is appalling.
It's clear that you're engineering
these fusion accidents for your
own pleasure.

It's not as if you can go back to
normal fusion now, we suppose.
Shine on, you crazy diamond."

How to get: Have 50 or more fusion accidents.

The Copernicus Sub App helps with the fusion accident records.

It helps to sort your compendium by cost and just buy up a ton
of cheap demons if you want to power through this one.

Delver of Secrets

"The Special Fusion roster has
been completed!

It's very impressive of you to
decipher all the secret Special
Fusions. Use the powerful demons
you've created to lay waste!"

How to get: Fuse every single "Special" type of fusion.

Note that you must actually fuse them yourself...

If you password in one of these types of demons into your
compendium but have never fused it yourself, it doesn't count

towards this record!

Supernatural Squad

"Registered 10% of all demons in the Compendium!

You have a small force to call your own, but you still feel a bit lonely. Keep strengthening your army."

How to get: Get 10% or more of the Demon Compendium registered.
Note that the password-only demons do not count towards the completion percentage.

Supernatural Regiment

"Registered 50% of all demons in the Compendium!

You've raised a medium-sized team. We respect the hard work you've put into it so far."

How to get: Get 50% or more of the Demon Compendium registered.
Note that the password-only demons do not count towards the completion percentage.

Supernatural Army

"Registered 100% of all demons in the Compendium!

Every god and demon in the Schwarzwelt is yours to command. You have no more enemies. Go and finish your mission."

How to get: Get 100% of the Demon Compendium registered.
Note that the password-only demons do not count towards the completion percentage.

> Records: Events <

The events menu basically records your completion of the endings and your EX Mission completion percentage. You obviously cannot complete this menu without playing the game at least three times.

Hymn of Praise

"Completed the game on the Law path!

Were you able to achieve the world you wanted? The finale in the Schwarzwelt changes depending on who sees it.

See you next mission!"

How to get: Complete the game with the Law ending.

True Intentions

"Completed the game on the Neutral path!

Were you able to achieve the world you wanted? The finale in the Schwarzwelt changes depending on who sees it.

See you next mission!"

How to get: Complete the game with the Neutral ending.

The Radiant World of Old

"Completed the game on the Chaos path!

Were ou able to achieve the world you wanted? The finale in the Schwarzwelt changes depending on who sees it.

See you next mission!"

How to get: Complete the game with the Chaos ending.

Schwarzwelt Gofer

"Completed 10% of the EX Missions!"

It's a good start, but you're still just an errand boy. Find more EX Missions and complete them."

How to get: Complete 10% or more of the total EX Missions available in the game.
Total EX Mission completion percentage carries over into New Game+, so you don't need to finish all of them in a single play through the game.

Schwarzwelt Fixer

"Completed 50% of the EX Missions!"

You've been running around to and fro. The denizens of the Schwarzwelt have come to depend on you."

How to get: Complete 50% or more of the total EX Missions available in the game.
Total EX Mission completion percentage carries over into New Game+, so you don't need to finish all of them in a single play through the game.

Schwarzwelt Don

"Completed 100% of the EX Missions!"

Humans and demons alike owe you
such a debt, you're practically
the Don of the Schwarzwelt. Walk
with your head held high."

How to get: Complete 100% of the total EX Missions available in the game.
Can only be completed with multiple plays of the game due to
alignment-exclusive and New Game+ EX Missions.
Total EX Mission completion percentage carries over
into New Game+, so you don't need to finish all of them
in a single play through the game.

> Records: Development <

This menu is all about the percentages of how much stuff you've unlocked
at the Lab in the Red Sprite. Some of the entries cannot be completed until
you are in a New Game+/second cycle of the game.

Item Store

"Item development 10% complete!

It seems you were able to obtain
quite a lot of materials. Keep
upgrading and expanding!

"We're finally lookin' like a
real item store!"

-Irving"

How to get: Collect enough Forma to display at least 10% of the buyable
expendables at the Lab.

Item Library

"Item development 50% complete!

You've amassed quite a collection.
We expect even more from you in
the future.

"We're practically an item
library now!"

-Irving"

How to get: Collect enough Forma to display at least 50% of the buyable
expendables at the Lab.

Item Museum

"Item development 100% complete!

It seems all possible items have
been developed. This is a most
impressive accomplishment!

"We're like an item museum!
Wait 'til the kids back home see!"

-Irving"

How to get: Collect enough Forma to display 100% of the buyable
expendables at the Lab.

Sword Store

"Sword development 10% complete!

It seems you were able to obtain quite a lot of materials. Keep upgrading and expanding!

"We're finally lookin' like a real sword store!"
-Irving"

How to get: Collect enough Forma to display 10% or more of the buyable Swords at the Lab.

Sword Library

"Sword development 50% complete!

You've amassed quite a collection. We expect even more from you in the future.

"We're practically a sword library now!"
-Irving"

How to get: Collect enough Forma to display 50% or more of the buyable Swords at the Lab.

Sword Museum

"Sword development 100% complete!

It seems all possible swords have been developed. This is a most impressive accomplishment!

"We're like a sword museum! Look out demons, here we come!"
-Irving"

How to get: Collect enough Forma to display 100% of the buyable Swords at the Lab.

Gun Store

"Gun development 10% complete!

It seems you were able to obtain quite a lot of materials. Keep upgrading and expanding!

"We're finally lookin' like a real gun shop!"
-Irving"

How to get: Collect enough Forma to display at least 10% of the buyable Guns at the Lab.

Gun Library

"Gun development 50% complete!

You've amassed quite a collection.
We expect even more from you in
the future.

"We're practically a gun
library now!"

-Irving"

How to get: Collect enough Forma to display at least 50% of the buyable
Guns at the Lab.

Gun Museum

"Gun development 100% complete!

It seems all possible guns have
been developed. This is a most
impressive accomplishment!

"We're like an gun museum!
This'll go down in the history
of firearms!"

-Irving"

How to get: Collect enough Forma to display 100% of the buyable
Guns at the Lab.

Armor Store

"Armor development 10% complete!

It seems you were able to obtain
quite a lot of materials. Keep
upgrading and expanding!

"We're finally lookin' like a
real armor store!"

-Irving"

How to get: Collect enough Forma to display at least 10% of the buyable
Armor at the Lab.

Armor Library

"Armor development 50% complete!

You've amassed quite a collection.
We expect even more from you in
the future.

"We're practically an armor
library now!"

-Irving"

How to get: Collect enough Forma to display at least 50% of the buyable
Armor at the Lab.

Armor Museum

"Armor development 100% complete!

It seems all possible armor has been developed. This is a most impressive accomplishment!

"We're like an armor museum!
Maybe when I'm back home, I can do a sideline in self-defense gear!"
-Irving"

How to get: Collect enough Forma to display 100% of the buyable Armor at the Lab.

Accessory Store

"Accessory development 10% complete!

It seems you were able to obtain quite a lot of materials. Keep upgrading and expanding!

"We're finally lookin' like a real accessory store!"
-Irving"

How to get: Collect enough Forma to display at least 10% of the buyable Accessories at the Lab.

Accessory Library

"Accessory development 50% complete!

You've amassed quite a collection. We expect even more from you in the future.

"We're practically an accessory library now!"
-Irving"

How to get: Collect enough Forma to display at least 50% of the buyable Accessories at the Lab.

Accessory Museum

"Accessory development 100% complete!

It seems all possible accessories have been developed. This is a most impressive accomplishment!

"We're like an accessory museum! Pretty swanky, huh?"
-Irving"

How to get: Collect enough Forma to display 100% of the buyable Accessories at the Lab.

App Store

"Application development 10% complete!

It seems you were able to obtain quite a lot of materials. Keep upgrading and expanding!

"We're finally lookin' like a real app store!"
-Irving"

How to get: Unlock 10% or more of the total Sub Apps at the Lab.

App Library

"Application development 50% complete!

You've amassed quite a collection. We expect even more from you in the future.

"We're practically an app library now!"
-Irving"

How to get: Unlock 50% or more of the total Sub Apps at the Lab.

App Museum

"Application development 100% complete!

It seems all possible applications have been developed. This is a most impressive accomplishment!

"We're like an app museum! I ought to open a shop in Silicon Valley!"
-Irving"

How to get: Unlock 100% of the Sub Apps at the Lab.
Can only be done in New Game+/second cycle.

Regular Customer

"1,000 total Macca spent at the lab!

It seems you're springing for a few nice things. You'll need more for the battles to come.

"Yer still a normal customer... I need ya to spend more Macca!"
-Irving"

How to get: Spend 1000 or more Macca at the Lab.

Gold Member

"50,000 total Macca spent at the lab!

You're on a shopping spree! Keep
it up to stay well-prepared.

"Yer gettin' to be a regular
'round here... Far as I'm
concerned, you're a gold member!"
-Irving"

How to get: Spend 50000 or more Macca at the Lab.

Platinum Member

"200,000 total Macca spent at
the lab!

You've spend an impressive amount
here. Too much, perhaps? It's just
your imagination...

"If this was dollars, ya'd qualify
for a platinum membership!"
-Irving"

How to get: Spend 200000 or more Macca at the Lab.

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\ Version History / Updates [SJ_VERSION] /
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-
- v1.02 - May 15 2010 - Small edits and updated the DEMONICA Apps section to
show what comes from where and the costs.
-
- v1.01 - May 8 2010 - Editing work with a few clarifications. The Table of
Contents is better indexed now.
-
- v1.0 - May 1 2010 - Walkthrough pretty much completed and as far as I know,
error free. Passwords for custom demons to fight all
bosses now added, as well as a finished skill list which
lists every demon and source that has each skill.
-
- v0.99 - Apr 29 2010 - Edits and a new section with the "Demon Analysis" data.
Cleaned up the walkthrough a little and added some
demon passwords for fighting bosses up til mid-Fornax.
-
- v0.98 - Apr 27 2010 - Law path completed. More editing! "Records" menu now
documented, as well. Section on Gameplay mechanics is
now added.
-
- v0.95 - Apr 7 2010 - Chaos path completed.
-
- v0.9 - Apr 3 2010 - Many EX Missions documented and a listing of every
item in the game.
-

v0.8 - Apr 1 2010 - No April fools to be had here. Just a nearly-complete walkthrough with very little extra info as of yet.

* Initial creation date: Mar 23 2010.

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Credits                                     [SJ_CREDITS]
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- penguin knight's SMT:SJ Wiki at <http://smts.j.wikidot.com/> which I used the maps from as reference to make clear, shortest-path walkthroughs of areas after I had cleared the area and knew what had to be done and in what order. I believe these maps did originate from <http://strangejourney.gkwiki2.com> however.
- Zeruel for demon conversation gift list raw data.
- Japanese SMT:SJ wiki <http://strangejourney.gkwiki2.com> and Zeruel for skill power value data and raw list of what demons/sources have which skills, which I used to create part of my skills list.

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// EOF

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